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POKÉMON WORLD™

ISSUE 81

EXPERT PLAYING TIPS & STRATEGIES!

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EXPLORERS OF DARKNESS

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Pokémon Ranger: Shadows of Almia

New name and screens for the Pokémon Ranger sequel!

ISSUE 81 £3.99

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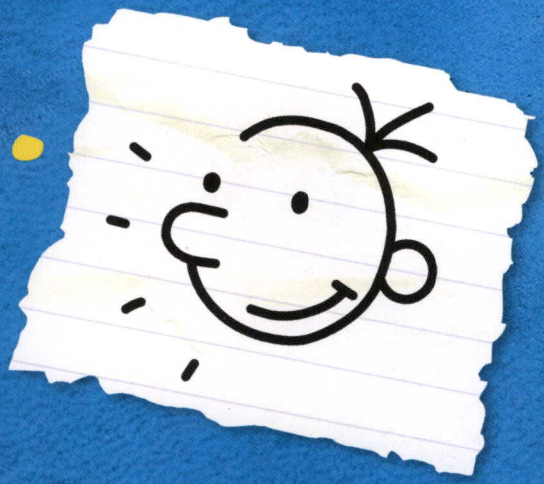
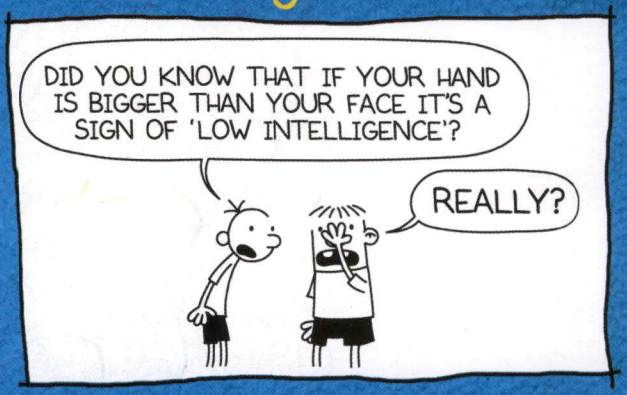
MEET Greg...

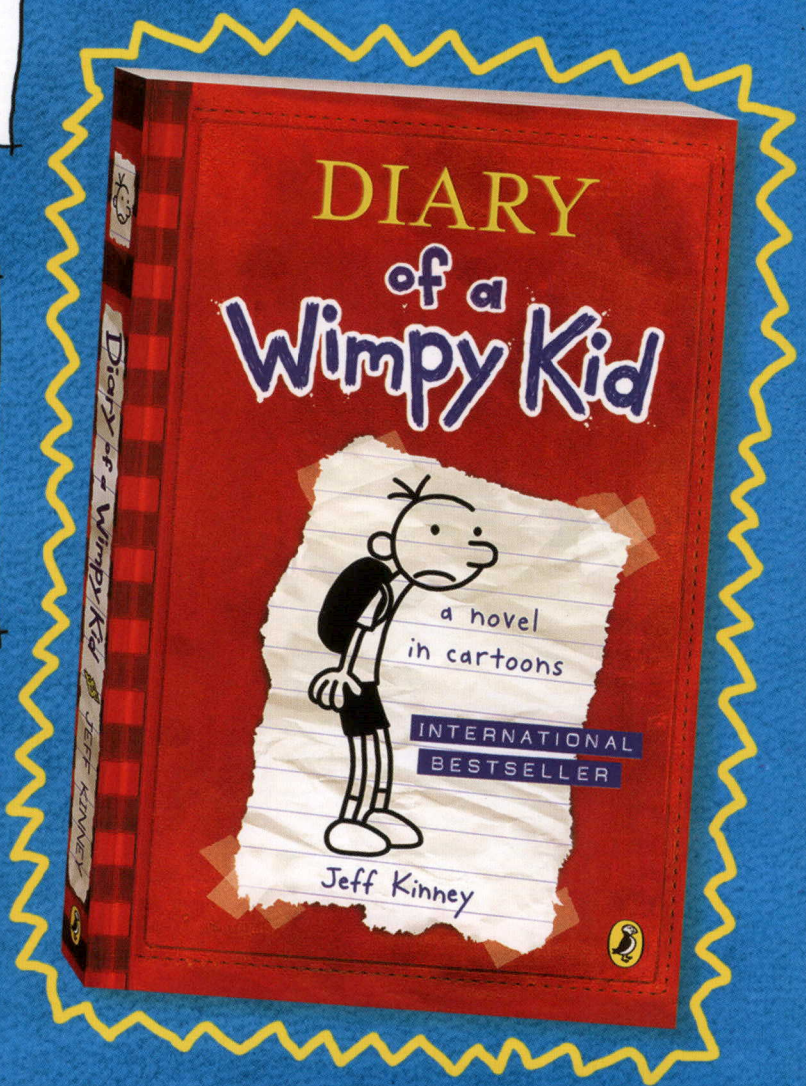


He's ALWAYS been into girls

He's full of good advice



He's certainly NOT dumb



Illustrations © Jeff Kinney

Let's get one thing straight: this is a JOURNAL, not a diary.
Just don't expect it to be all "Dear Diary" this and "Dear Diary" that.

Out now at Waterstone's

wimpykid.com

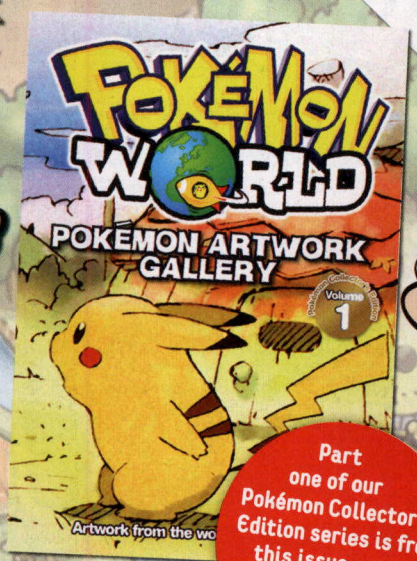
Hey there Pokémon fans and welcome to an action-packed summer special of your favourite Pokémon read! You will have already discovered our special Pokémon Artwork Gallery free magazine with this issue – it's a celebration of the great artwork that The Pokémon Company create for all of its brilliant products. Plus we have some DS stickers for you, some scrummy sweets (if you live in the UK!) and the second part of our '500 Pokémon' poster for you to collect and stick together. And all of that is before you even open the cover to find all of this stuff...

MEW'S NEWS
4 All the hot gossip on *Pokémon Platinum* can be found hanging out in Mew's News. Can you handle it?

MYSTERY DUNGEON 2 TIPS
12 These pages are packed with essential info for players of *Explorers Of Time* or *Explorers Of Darkness*!

VIDEOGAME REVIEWS
16 A review of a cool new Wii RPG called *Opoona* plus we discover what *Bakushow* is all about and do a games round-up!

THE THIRD MOVIE
20 Have you seen the third Pokémon movie? Well we have, and we tell you all about it over on page 20.



Part one of our Pokémon Collector's Edition series is free this issue – grab yours now!

Pokémon Ranger: Shadows Of Almia is revealed over on page 4 – go there now!

Tips galore for the new *Mystery Dungeon* games can be found starting on page 12!

DOODLE HEX
22 We showcase a cool new DS puzzle-strategy game that will twist your brain around and give it a good squeeze!

POKÉDEX CARDS
33 Continuing our Pokémon World Pokédex card collection with another 18 top Pokémon!

ASK PROFESSOR YEW
42 Our resident Pokémon Professor is here to answer all those burning questions you have.

TRADING CARD GAME
44 Every weekend there are people playing the Pokémon Trading Card Game around the UK – join them!

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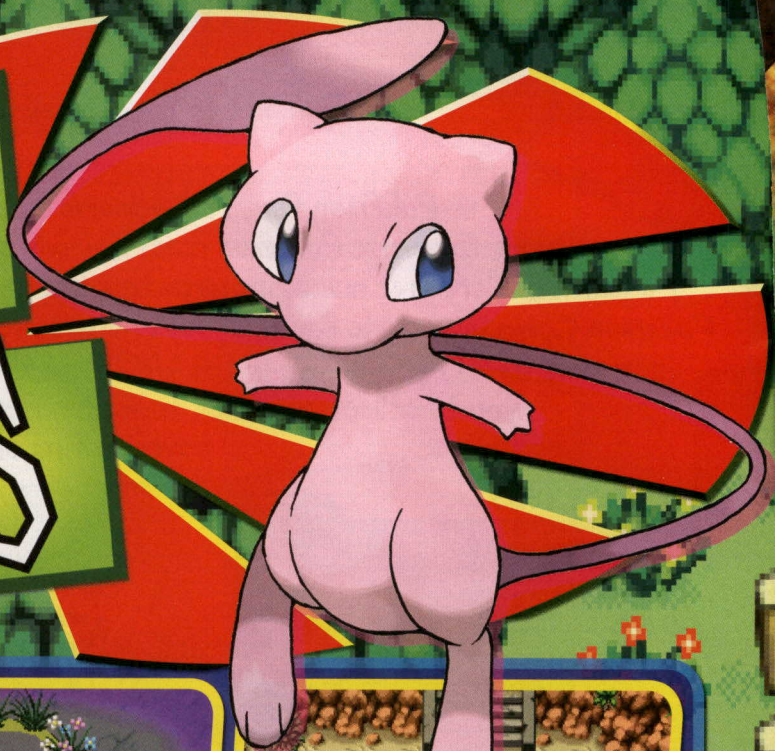
MEW'S NEWS



Pokémon Ranger: Shadows Of Almia

It's the new name for *Pokémon Ranger: Batonnage*, as officially announced at the E3 videogames show in July...

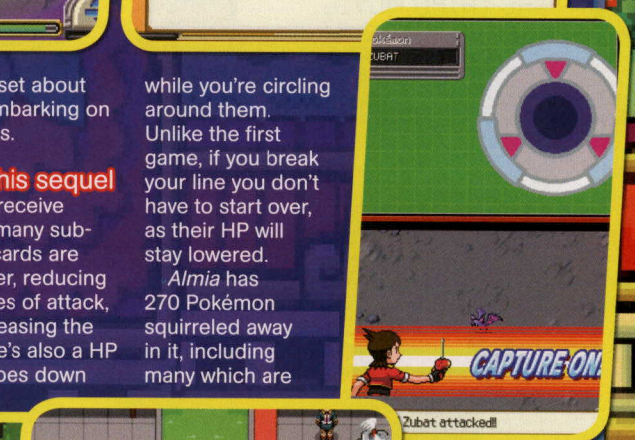
Releasing this November is the sequel to *Pokémon Ranger* – the game where you got to draw lines around Pokémon to capture them using the Capture Styler. And at E3, Nintendo unveiled the English name for the game – *Shadows Of Almia*.

Why '*Almia*'? Well that's the mountainous land where the action takes place. You start out as a Rookie Pokémon Ranger, fresh out of Ranger School and after selecting to be a boy or girl must set about finding a partner Pokémon and embarking on some exciting missions and quests.

New gameplay features in this sequel include Capture Cards. You will receive these if you do well in one of the many sub-missions in the game, and these cards are used to upgrade the Capture Styler, reducing the damage effects of certain types of attack, giving longer capture lines or increasing the Styler's damage capabilities. There's also a HP bar for each Pokémon now that goes down while you're circling around them. Unlike the first game, if you break your line you don't have to start over, as their HP will stay lowered.

Almia has 270 Pokémon squirreled away in it, including many which are native to Sinnoh. To find them all you will need to explore all the quests and special missions.

More info on this exciting new Pokémon game as we get it!



There's some exciting gameplay in store for you in the *Shadows Of Almia* game and special Pokémon that you can transfer back to *Diamond* and *Pearl*!

WEB ADDRESS
www.pokemon.com

Exclusive manga!

Lucky German Pokémon fans clamber for free manga comics this summer!

There's a Pokémon Day 2008 Tour going on over in Germany with free manga comics being given out, showcasing the artwork of Ken Sugimori. Check out the website for the full effect; it's even better if you can read German!

WEB ADDRESS
ms.nintendo-europe.com/pokemonmanga/deDE/

Live at a Woolworths near you!

Pokémon is touring the UK this summer and you can go along to download yourself a Darkrai – cool!

Woolworths has bagged itself an exclusive Pokémon tour that runs right through August (so if you're reading this when the issue comes out, you might just catch the end of the tour!). They're calling it Pokémon Live and have packed the event with lots of activities and Pokémon exclusives for fans – and it's free to go along!

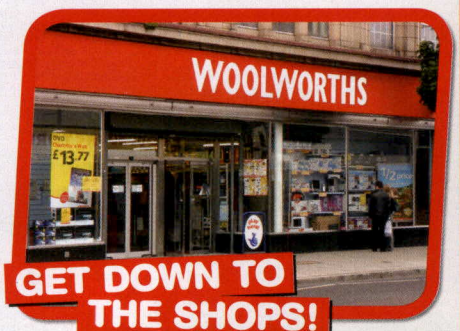
Get yourself along to one of the stores on the list and you will be able to try out *Pokémon Mystery Dungeon: Explorers Of Time* and *Darkness*, if you haven't already got it. You can discover your inner Pokémon with a special Aura test, take the new *Pokémon Ranch* on Wii for a spin and even get your face painted like Pikachu or grab a balloon model.

Take along your copy of *Diamond* or *Pearl* and you will be able to do something really cool – download the mysterious Pokémon Darkrai for your National Pokédex. Or transfer your own Pokémon to the big screen and battle it out in *Pokémon Battle Revolution*.

The Pokémon Live tour will have already taken in Edinburgh, Glasgow, Newcastle, Stockton-on-Tees, Liverpool, Hanley, Chesterfield, Staines, Milton Keynes, Norwich and Exeter by the time this issue of Pokémon World goes on sale – if you visited any of these events let us know what you thought of it and what you got up to. If you have any photos, send them in for the PokéChat section. Here's where to find Pokémon Live for the rest of the month...

21 August - Bristol
Unit 7, Imperial Park, BS13 7JT
22 August - Gloucester
12-18 Eastgate Street, GL1 1PH
23 August - Newport
Unit 1-28 East Retail Park, NP20 2NN
24 August - Swindon
23-25 Regent Street, SN1 1JL
27 August - Bromley
57 High Street, BR1 1JY
28 August - Bexleyheath
93-105 Broadway, DA6 7JL
29 August - Beckton
Unit 4, Beckton Retail
30 August - Basingstoke
1-13 Chiswick House, RG21 7LD
31 August - Portsmouth
121-127 Commercial Road, PO1 1DB

Watch out for lots of cool pics of these Woolworths events in a future issue of your favourite Pokémon magazine!



WEB ADDRESS
www.woolworths.co.uk/pokemononline

Teaser trailer unveils 12th movie title – or does it?

Hot news from the very first showings of *Giratina And The Sky's Bouquet: Shaymin* in Japan!

As regular readers of Mew's News will already know, the 11th Pokémon movie goes by the above title and previewed in Japan on 19 July. We, of course, had a Pokémon World reporter there on the night and we can now exclusively reveal that a teaser trailer was shown at the end of the film, giving a tentative title for the 12th Pokémon movie!

We won't know the full, official title until early next year, but the teaser trailer called the 12th movie *Dialga Vs. Palkia Vs. Giratina*. The rumour is that this movie will become a colossal fight between all the Legendary Pokémon in *Diamond* and *Pearl*. We believe that Arceus will be unveiled as the fourth Pokémon in the battle, so the title is likely to change to *Dialga Vs. Palkia Vs. Giratina Vs. Arceus*. If this movie ever makes it out in the UK, expect it to be called something more like *Pokémon: The Movie 12!*

NUMBER OF POKÉMON IN THIS ISSUE
189

Pokémon GTS Global Trade Station

Here's an update of what's hot and what's not on GTS...

Want to swap Pokémon with like-minded *Diamond* and *Pearl* players? Or engage in some neat battle play? Well the place to visit is the Global Trade Station. You can track what is happening at the website, or transfer your Pokémon direct from within the game. Here's an update of what's hot on the GTS this month – Japan is back to the number one slot for the most traded Pokémon with the UK sitting at number five...

Top 10 Pokémon traded on the GTS...

1. Palkia
2. Dialga
3. Spiritomb
4. Giratina
5. Milotic
6. Piplup
7. Turtwig
8. Chimchar
9. Garchomp
10. Mewtwo

No. of Pokémon deposited on the GTS...

107,225

WEB ADDRESS
www.pokemon-gts.net

Pokémon Diamond Version Pearl Version Character Profile

Crasher Wake

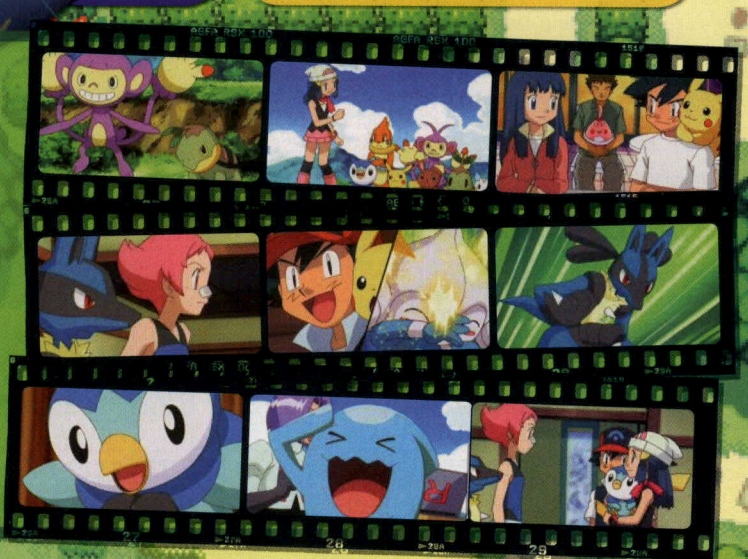
If you visit Pastoria City's Gym you will encounter Crasher Wake. He will hand out the Fen Badge if you manage to defeat him in the games, but to do this you will have to have Pokémon that can triumph against his Water-type Pokémon. In the Pokémon anime he has starred as a judge at the Croagunk Festival. Ash has also battled him, and beaten him for his Fen Badge in the Japanese episode 'Nomose Gym! Vs. Maximum Mask!'

On TV in America...

The latest Pokémon episode to be shown in America is 'Crossing The Battle Line'...

In this episode of the brilliant Pokémon anime, Dawn challenges Maylene to a gym battle so that both of the girls can boost their confidence in battle. They both set off to train separately. Meanwhile Ash receives some help from Reggie in training his Staravia. They teach the Pokémon Brave Bird – a Flying-type move introduced in the fourth generation of Pokémon where the Pokémon charges at their enemy, inflicting heavy damage.

When Dawn and Maylene get to fight, Dawn's Buneary is easily defeated by Maylene's Lucario. The battle is far from over, though, with Meditite, Ambipom and Piplup all making an appearance. Who will win? Well we wouldn't want to spoil the episode for you; let's just say that Lucario is hard as iron!



Down the book shop

Finished reading all your books on your summer hols? Try a new Puffin...

Fright Night: The Howling Castle

Steve Rogers

The cast and crew of the Fright Night TV show are filming at the spookiest castle they've ever seen! The owner looks eerily like Count Dracula, growling wolves bare their fangs and there's even talk of vampires!

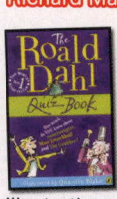
Journey To The Centre Of The Earth

Jules Verne

An ancient book is opened by the eccentric Professor Lidenbrock and his life – and the life of his nephew Axel – is changed forever. An old piece of paper has tumbled from the book, a priceless parchment that will lead them on a terrifying journey to find what lies at the centre of the Earth. A timeless adventure, brilliantly introduced by Diana Wynne Jones, one of Britain's top fantasy and sci-fi writers for children. Anyone eight years old and up will just love this Puffin book!

The Roald Dahl Quiz Book

Richard Maher & Sylvia Bond



Guaranteed to challenge, delight and amuse Dahl enthusiasts everywhere. Here are over 300 questions and answers based on six of Dahl's best-loved titles. This edition has a great new cover, with illustrations by Quentin Blake, plus great pictures by the artist throughout, and some new fascinating facts about Roald Dahl and his world.

WEB ADDRESS
www.puffin.co.uk

Cool new Platinum screenshots!

DIAMOND AND PEARL – THE REMIX!

More news has leaked out of Japan on the new Pokémon RPG remix – here are some new shots...

Yes, it's basically the same game as either *Diamond* or *Pearl*, but there are a host of new features that have been layered on the top to make it worth your while checking out. There's a smattering of new screenshots for you around this story, but check out the blue one below. This is another shot of the Torn World. Giratina lives in another dimension, and this new section allows you to follow the Pokémon through the top of the Spear Pillar. Once there the physics go all screwy, with platforms going off in all directions and angles. This new world really pushes the Nintendo DS's graphical capabilities to the max.

We now know that all of the Pokémon Gyms in the game have been redesigned, Lucas and Dawn have been spotted in screenshots using a torch to search for items and there are new characters in the form of a professor from Team Galactic and a police officer who is attempting to capture him. When you capture Giratina in *Pokémon Platinum* the monster will be in its Origin Forme, but if this Pokémon is then traded with *Diamond* or *Pearl* it will change to its Another Forme. Shaymin will also be able to swap between its forms using the Glacidea Flower, although not at night-time or when the Pokémon is frozen.

Exciting stuff, eh? Every month we will drip-feed you with any tidbits we can find. Look forward to playing *Platinum* sometime next year!

Dialga and Palkia are looking like formidable opponents as Cyrus confronts them. You can just about make him out, hiding under the text!

And here he is... it's Cyrus looking all mean and moody at the new Team Galactic HQ. Don't ask us what the text says, our Japanese is rusty!

Coming soon to a bedroom near you...

Mr Bean

Format Nintendo DS • **Publisher** Blast
Game type Puzzle • **Release date** Out now

He's come a long way from Rowan Atkinson's original TV series in 1990 – this is a DS game packed with 12 cunning puzzle levels with crazy traps and some fun dressing up!

Ferrari Challenge

Format PlayStation 2 • **Publisher** System 3
Game type Racing • **Release date** 30 August

Want some fast-paced racing action for your PlayStation2? Well System 3 has a right corker in their new *Ferrari Challenge*. Could be the last PS2 racer you ever play – so make sure you enjoy it!

Doctor Who – Series 4 Vol 4

Format DVD • **Publisher** 2 Entertain Video
Rating 12 • **Release date** 1 September

This DVD completes series four of the new-style *Doctor Who* with David Tennant as the time-travelling Doctor. It also stars Catherine Tate as Donna with a guest appearance by Billie Piper as Rose.

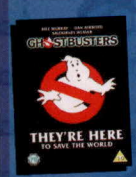
Transformers Special Edition

Format Blu-ray • **Publisher** Paramount
Rating 12 • **Release date** 8 September

The ultimate version of last year's sci-fi blockbuster comes on two Blu-ray discs and is packed to bursting point with behind-the-scenes features, interviews and commentaries – all in glorious high def!

Ghostbusters

Format DVD • **Publisher** Sony Pictures
Rating PG • **Release date** 22 September

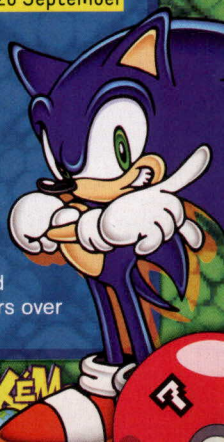


The 1984 classic ghost-busting movie is back on DVD, with games for every format close on its tail. If you've never seen it, where have you been? This version has loads of extras, too, so is well worth a purchase.

Sonic Chronicles: The Dark Brotherhood

Format Nintendo DS • **Publisher** Sega
Game type RPG • **Release date** 26 September

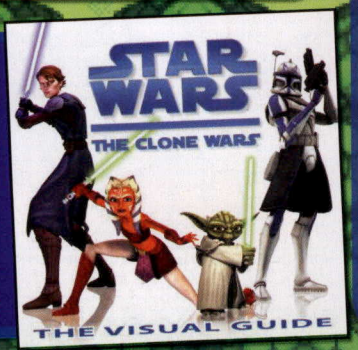
Sonic is off on an epic journey using teamwork and strategy to uncover and defeat a mysterious menace that is destroying the world. Watch out next issue for a free pencil case for *Sonic Chronicles* – and there's a profile of the characters over on page 8!



Behind Clone Wars

Star Wars: The Clone Wars – The Visual Guide coming your way!

In the shops on 7 August to accompany the movie's launch on 15 August is *The Visual Guide* to everything *Star Wars: The Clone Wars*. It's a *Star Wars* spin-off with a cool visual style. Grab this book if you want the complete guide to *Clone Wars* characters, locations, wars and vehicles from the *Star Wars* universe.



Pokémon World Character Close-up

Knuckles has been kidnapped and the Chaos Emeralds are disappearing. Can Sonic save the day?

This cool Sonic RPG is packed with areas and music from classic Sonic games.

This is Shade, a mysterious new character who wears battle armour.

SONIC CHRONICLES
THE DARK BROTHERHOOD

On sale 30 September

THE ADVENTURE BEGINS
THIS SEPTEMBER

7+
www.pegi.info

Wii

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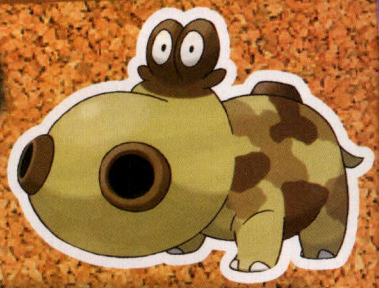
POKÉCHAT



POKÉMON FAN FICTION

Curse of Seven

(continued)

By Joshua Clark, age 11, Weston-Super-Mare

The lead Ninetales snarled, his lips parted to reveal his sharp white teeth, adding to his battle-worn face. "And where do you think you've been?" He hissed, his voice like dozens of leering snakes.

"To be honest, I have no idea. You tell me," Dakota said. She did not like the Ninetales standing before her, acting as if he had full right to determine whether she lived or died.

The two females behind him gibbered furiously, appalled that this strange newcomer was upstaging their leader.

The lead Ninetales growled but swallowed his anger. "You have been... missed by your pack," he spat. "They are waiting for you in my master's company."

Without another word he strode off in the direction that Dakota had come from before realising that she was lost. The two remaining Ninetales followed behind Dakota as if they had a hostage in tow.

"Dakota! Where have you been?" Alika exclaimed rushing over to where her daughter stood.

The cave that Dakota had been led to was a lot larger than the one with cave drawings in. Toward the back of the cave, a big, flat boulder was stuck out of the ground. Occupying the space on top of it was a Salamence, his huge tail wrapped around the boulder that he was sat on.

The Ninetales trotted over to their 'master' and awaited orders. The Salamence flicked his tail in annoyance at the two females. His disdain was painfully obvious to Dakota but she said nothing. "Well done Sasha... Kara..." The Salamence nodded at the gold-tinted and the yellow tinted Ninetales in turn, his voice unpleasantly hissing through his teeth. The Salamence then turned his attention to the leader of the pack and smiled thinly, as close to general friendliness as he could muster. "Well done to you also, Thorn."

The male Ninetales took his place on the Salamence's right and the two females scampered off to the back of the cave next to some odd-shaped rocks.

"My name is Whiro," the Salamence said, obviously frustrated at having to repeat himself. "And as I was saying, there are certain matters that need to be taken care of."

His penetrating glare lingered on Dakota. "Did any of you come across any... odd Pokémon on your journey here?"

Dakota's pack shook their heads, puzzled.

"Any Eevee?" Whiro tried a different approach. "Any at all?"

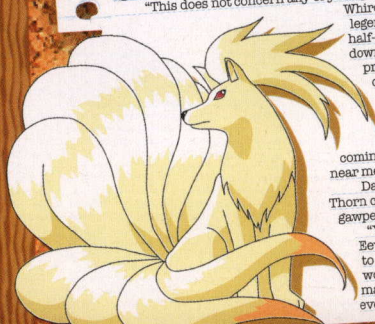
The pack shook their heads again. "What is the significance in this?" Tamaska asked, but was silenced by a cold stare from Titan, which clearly said that he was not to speak out of turn again.

Whiro continued nevertheless. "There have been tales you see. Rumours spreading about and we want to put an end to them."

The pack glanced around yet again, wondering what any of this had to do with them.

Dakota's gaze flickered from the dragon to where Thorn and the other two Ninetales should have been. Thorn was still there, his beady eyes fixed on Dakota but Sasha and Kara had vanished. Dakota swivelled her head around to the entrance, only to find that the two Ninetales that had left their posts had blocked it off. She looked back again to see Whiro's sneer of self-satisfaction.

"This does not concern any of you apart from one," Whiro smirked. "The legends say that a half-shiny will bring down my reign by preventing a certain Eevee, with the power to destroy the world once it evolves, from coming anywhere near me."



Dakota froze. Thorn cackled. The pack gawped incredulously.

"You see, this Eevee will be able to control the world but it needs a master. Every Eevee evolution will feel the balance of power shift, and I will have complete control!"

Thorn cackled demonically, enjoying every moment of Dakota's terror.

Dakota swallowed. "But if it doesn't evolve?"

"It will, once I get my claws on it!" Whiro snarled. "I will decide which form it takes and then through that evolution, I will control first every evolution of the same type, then all of the evolutions and finally every Pokémon in the world!"

Dakota shook her head, trying to make sense of what was being said.

"I'm sorry little one," Whiro hissed savagely. "But I am going to have to kill you." He smiled cruelly, relishing in Dakota's terror.

Suddenly, a roar erupted from the entrance, breaking Dakota's thoughts and Whiro's sadistic smile.

A flash of white fur exploded from the entrance, leaving Sasha and Kara smashed against opposite walls, at the same time as a patch of ceiling shattered inwards.

Dakota whipped round only to see Thorn and her friend Hotah crouched opposite each other, naked hate shining from their eyes.

Charizard dropped through the shattered ceiling and landed heavily in front of Whiro and the two Ninetales that were standing guard recovered and launched themselves at Dakota. She barely had enough time to react before they were upon her, yapping and snarling.

Several things happened at once. Hotah leaped at Thorn in a mock attack and then rolled out of the way of a torrent of fire, responding with a blast of his own flames. Dakota burrowed under the rocky surface of the cave floor to avoid the angry fangs of her two opponents, shovelling rocks into their eyes, momentarily blinding them. Charizard and Whiro took to the skies, causing more of the ceiling to crash to the floor. A combination of fire and dragon attacks hammered down into the open cave like hot rain. One of the blasts hit Kara full in the stomach as she pounced toward Dakota, who had resurfaced and had her jaws clamped hard around Sasha's neck.

Dakota had the sense of a bitter cold wind howling in and out of the rock formations and dived underground again, releasing Sasha despite the danger.

There was a crackling sound as the blizzard swept around the cave, freezing Sasha where she stood, hunched over the hole in the ground that Dakota had disappeared through.

Dakota emerged as the winds died down. The whole of the floor had been frozen over apart from the space where Dakota had been sheltering. Sasha had taken the impact of the ice before it had reached Dakota by accident.

Although not altogether frozen, Thorn stood, reared up on his hind legs, ice wrapped around his nine tails up to his chest, in his attempt to avoid the blast. Angrily he found that he could not turn his head to the right position to melt the ice. He was trapped.

Dakota glanced around the cave. In the confusion, she had not noticed that her pack was missing.

Hotah then smashed through a part of a frozen-over hole in the floor. "They're down there," he said flatly as if he had read her mind. "A few look badly injured but none of them are in critical condition. All of them have fainted, though."

Dakota sighed with relief, and then jumped violently as a tremendous thud shook the floor and walls of the cave. She and Hotah whirled around and saw Charizard lying flat on the floor, a huge gash along his thigh. Cuts and bruises littered his orange hide and on his neck was a large clawed foot.

Charizard coughed weakly as Whiro exerted pressure, hissing malevolently.

Hotah roared and Dakota gritted her teeth at the sight of their friend's agony.

Charizard's eyes opened and flashed to the side as if trying to tell his friends something, but Hotah was too preoccupied stalking furiously toward Whiro who spat a ball of fizzing draconic energy in his direction.

Dakota paused on her way to follow Hotah. She glanced in the direction that Charizard had hinted at and saw a small glowing stone on the floor. She had seen one once before when she was a Poochyena. It was nothing spectacular. Just an Everstone.

At that moment there was a small squeak at the entrance to the cave. Whiro turned, so startled that he released Charizard.

There, amidst the frozen wasteland, was Galena, her forehead shining magically.

A gleam flickered in Whiro's eyes. "Yesssssssssssss" he hissed eagerly. "You are the one I want."

Galena stared at him as if he was a ghost. Charizard obviously hadn't told her about the Salamence that was in the cave above.

Dakota caught a flicker of movement in the corner of her eye and turned her head a fraction toward the area from where it came.

Charizard was rising stealthily to his feet behind Whiro. His eyes were ablaze with fury. He roared thunderously and shot a powerful hyper beam from his mouth.

The beam engulfed Whiro with a satisfying crackle and an answering roar of pain. With a last hiss and a look of hatred shot in Dakota's direction, Whiro crashed to the floor in a faint.

Dakota padded gently over to Galena who was stood, perplexed in the giant entrance.

"Stone," Galena squeaked.

Dakota nodded and went to pick the stone up but it dissolved as it met her jaws. Startled, Dakota did a double take. Stones don't dissolve like that! It was impossible!

Galena squeaked again and Dakota saw that both Galena's forehead and her own muzzle were both glowing with a silvery white light.

Thorn blasted a stream of flames toward Galena but Dakota saw that the flames turned blue and fizzled out harmlessly. She wasn't really surprised, given the circumstances.

Thorn grumbled but gave up, resorting himself to a moody silence.

Dakota returned to Galena and rested her nose on Galena's silver mark. For a moment, nothing happened but then a small violet spark shot from Dakota to Galena and the Eevee's cosmic-like mark began to fade.

Galena smiled delightedly, "Thank you."

Dakota returned the smile then scampered over to Charizard who was now sat up and looking a little less exhausted than he was a few minutes ago. "How are you?" she asked.

"I'll live," Charizard said with grim amusement. "Anyway the panic's over. You've prevented an outburst of war between Pokémon all over the world. We're all thankful for that."

Hotah was still sat by the mouth of the hole in which Dakota's pack had fallen through, peering down at them. "When they wake, tell them that I'm sorry," he said.

"Going somewhere?" Charizard asked

Hotah shrugged. "They won't be pleased to see me."

"Well that's a shame because they're going to have to!" Dakota chortled. "You can't possibly believe that they will blame you for what's happened do you?"

"I don't know."

Dakota sighed. "Well Charizard could sure use your help running this place."

"Come again?" Hotah looked bemused.

Charizard smirked. "Well someone has to take over Dragon Peak in order to notify Pokémon in the future if there is anything that concerns them!"

Hotah frowned. "What, to lead them to their death like today?"

"No," Charizard said simply. "I can't run Dragon Peak on my own. When the pack has recovered, I'll ask for their company but until then, I'll need some help clearing up."

Hotah's eyes widened. "You want me to stay?"

"Of course!" Dakota laughed. "Whatever made you think otherwise?"

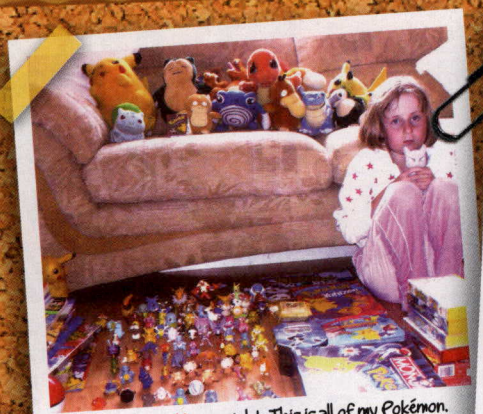
For the first time ever, Dakota saw Hotah smile. "You know," Hotah said, his small smile widening, "I have no idea!"

Two days later, Alika and Titan led the pack out into the forest to spread the news about the change in leadership at Dragon Peak. Dakota and Hotah were helping Charizard to clear out the rubble from the cave where they had fought. Galena returned to the wild, no longer a threat to Pokémon worldwide. Whiro had been banished and captured by a Pokémon trainer on the same day. Where there were once three oddly shaped rocks in Whiro's old cave, there were now six. Dakota figured that was what happened to the Ninetales, and Hotah agreed as there was a thin layer of ice on part of the tallest rock that neither Charizard's or Hotah's flames could melt.

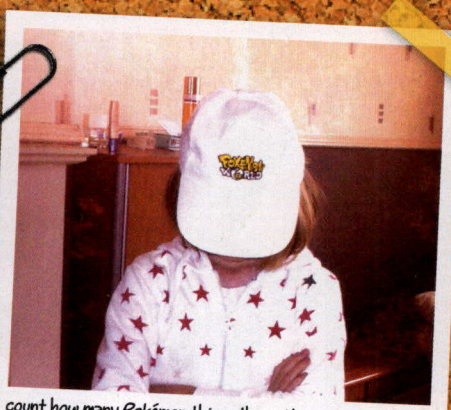
That evening, Hotah stood at the edge of an opening in the side of Dragon Peak. He had never been so happy in his life but he was aware of a storm brewing, far off into the distance.

Dragon Peak had survived its seventh year of existence. Hotah dreaded to think of what might happen next year.

The End



Hi! I'm Lucy Arnold, age eight. This is all of my Pokémon. My brother Matthew is 13 and he loves Pokémon too. I could not fit all of them in one picture. See if you can



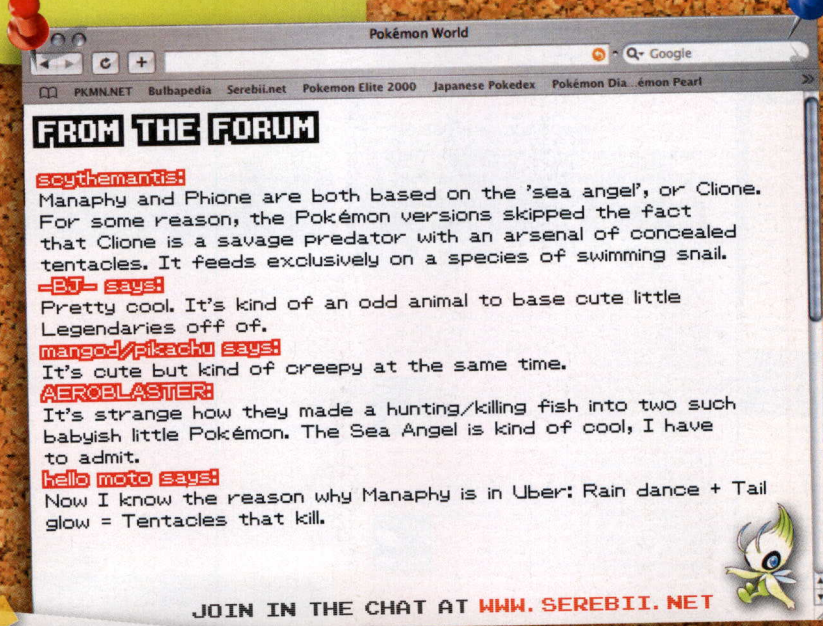
count how many Pokémon things I've got!

Excellent collection there Lucy, and always good to see readers wearing their Pokémon World baseball cap!

Hello Pokémon World,
You are the ultimate magazine! I got Pokémon Mystery Dungeon 2: Explorers Of Darkness the other day and I have to say it is awesome. I am a Torchic named Gingi and my partner is Mudkip. I couldn't put the game down and because of that, I have already COMPLETED the game. It is difficult, fun, sad and a bit scary. It is full of surprises so I won't spoil anything. My favourite Pokémon are all the Legendaries and Buziel (especially the Sinnoh Legends).
Harry Millar, age 11, Telford

Thanks for the mini-review Harry – the games are great, aren't they?

When sending photos in to us, always remember to put your name on the back of them just in case they get lost in our big post sack!



FROM THE FORUM

scythemantis:
Manaphy and Phione are both based on the 'sea angel', or Clione. For some reason, the Pokémon versions skipped the fact that Clione is a savage predator with an arsenal of concealed tentacles. It feeds exclusively on a species of swimming snail.

-BJ- says:
Pretty cool. It's kind of an odd animal to base cute little Legendaries off of.

mangod/pikachu says:
It's cute but kind of creepy at the same time.

AEROBLASTER:
It's strange how they made a hunting/killing fish into two such babyish little Pokémon. The Sea Angel is kind of cool, I have to admit.

hello moto says:
Now I know the reason why Manaphy is in Uber: Rain dance + Tail glow = Tentacles that kill.

JOIN IN THE CHAT AT WWW.SEREBII.NET

Hi, my name is Bradley Tedham, I'm eight. I've been collecting Pokémon for 4¾ years now! One of my favourites is Venusaur, mine is at level 97. I get every issue of your mag!

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
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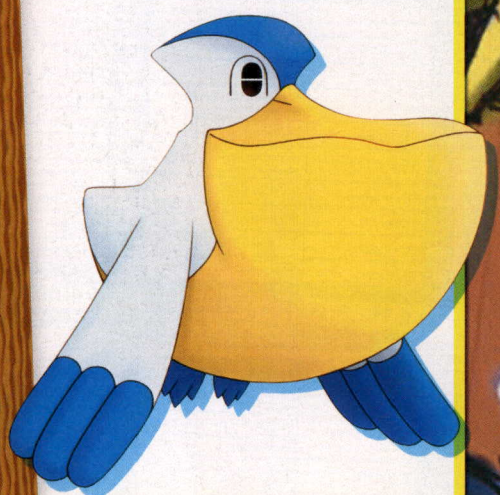

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Pok Mystery EXPLORE EXPLORERS

ITEMS TO PICK UP & USE...

As in all Pokémon adventure games, items play a very important role in *Pokémon Mystery Dungeon: Explorers Of Time* and *Darkness*. There are the regular items we all know already like berries and evolutionary things, but Chunsoft has created a host of unique items that you won't have come across before. They are designed to serve a specific purpose while exploring the dungeons. You'll find them scattered about the place when you're in a dungeon, or they are also sold at the Kecleon Shops or in the Pokémon Square. Some items, however, are stored inside special dungeon rooms that will need you to acquire skills and other items first before you can access them. Here's a look at some of the most interesting items on offer...

Garments

Name	Effect
Bounce Band	Bounces off all thrown items
Curve Band	Makes thrown items bounce off walls and fly sideways, no effect on thrown rocks or Pokémon in Pierce status
Diet Ribbon	Enters Hungry Pal status, prevents Belly from filling, lowers Belly quicker
Power Band	Boosts user's Attack

Tossed Items

Name	Effect
Cacnea Spike	Use these items to hit foes with. This one hits target directly
Corsola Twig	Hits target directly
Gold Fang	Hits target directly
Golden Twig	Only found in Gold Chambers in optional missions
Iron Thorn	Hits target directly
Ancient Fossil	Arcs and hits target. Only via optional mission
Silver Spike	Hits target directly
Stick	Hits target directly
Geo Pebble	Arcs and hits target
Gravlerock	Arcs and hits target

Rare Hold Items

Name	Effect
Fire Drum	Recruits fire type Pokémon easier. Found at Giant Volcano Summit
Flying Pianica	Recruits flying type Pokémon easier. Found at Sky Stairs Summit
Grass Trumpet	Recruits grass type Pokémon easier. Found at Mysterious Jungle Interior
Ice Flute	Recruits ice type Pokémon easier. Found at Mt Avalanche Summit
Land Cymbal	Recruits land type Pokémon easier. Found at Shimmering Desert Interior
Rock Megaphone	Recruits rock type Pokémon easier. Found at The Great Hole Bottom
Water Harmonica	Recruits water type Pokémon easier. Found at Bottomless Sea Bottom
Amber Tear	Maximally raises chance of recruiting Pokémon. Found at Zero Island West B40F
Golden Mask	Maximally raises chance of recruiting Pokémon. Found at Zero Island North B75F
Miracle Chest	Raises experience received. Found at Zero Island South B96F Key Room
Wonder Chest	Raises experience received. Found at Zero Island North B75F

Food Items

Name	Effect
Apple	Slightly fills Belly, slightly enlarges Belly size when full
Big Apple	Amply fills Belly, slightly enlarges Belly size when full
Enormous Apple	Completely fills Belly, slightly enlarges Belly size when full
Golden Apple	Completely fills Belly, amply enlarges Belly size when full. Only found in Gold Chambers in optional missions
Grimy Food	Slightly fills Belly, causes random status

Evolutionary Items

Name	Effect
Beauty Scarf	For evolving Feebas
Dawn Stone	Evolves certain Pokémon
Deepseascale	Evolves Clamperl into Gorebyss
Deepseatooth	Evolves Clamperl into Huntail
Dragon Scale	Evolves Seadra into Kingdra
Dubious Disc	Evolves Porygon2 into Porygon-Z
Dusk Stone	Evolves certain Pokémon
Electrizer	Evolves Electabuzz into Electivire
Fire Stone	Evolves certain Pokémon
Frozen Rock	Evolves Eevee into Glaceon
King's Rock	Evolves certain Pokémon
Leaf Stone	Evolves certain Pokémon
Link Cable	Evolves certain Pokémon
Lunar Ribbon	Evolves certain Pokémon
Magmarizer	Evolves Magmar into Magmortar
Metal Coat	Evolves certain Pokémon
Moon Stone	Evolves certain Pokémon
Moss Rock	Evolves Eevee into Leafeon
Mt Coronet Stone	Evolves certain Pokémon
Oval Stone	Evolves Happiny into Chansey
Protector	Evolves Rhydon into Rhyperior
Razor Claw	Evolves Sneasel into Weavile
Razor Fang	Evolves Gligar into Gliscor
Reaper Cloth	Evolves Dusclops into Dusknoir
Shiny Stone	Evolves certain Pokémon
Sun Ribbon	Evolves certain Pokémon
Sun Stone	Evolves certain Pokémon
Thunderstone	Evolves certain Pokémon
Upgrade	Evolves Porygon into Porygon2
Water Stone	Evolves certain Pokémon

Medicine

Name	Effect
Calcium	Boosts Special Attack, slightly fills Belly
Gabite's Scale	Heals all status, slightly fills Belly
Ginseng	Boosts power of set move, no effect on certain moves, slightly fills Belly
Iron	Boosts Defense, slightly fills Belly
Max Elixir	Recovers all PP, slightly fills Belly
Protein	Boosts Attack, slightly fills Belly
Tasty Honey	Raises IQ, slightly fills Belly, found in Treasure Chests
Zinc	Boosts Special Defense, slightly fills Belly

Miscellaneous Items

Name	Effect
Enigma Part	Makes legendaries appear in dungeons. Only available via optional missions
Hidden Gold	No effect. Only found in Gold Chambers in optional missions
Link Box	For linking and delinking moves
Mysterious Egg	Hatches into Manaphy. Found at Surrounded Sea 32OF
PokeDollar	Money picked up in dungeons
Secret Stoneplate	Makes legendaries appear in dungeons. Only via optional missions
Unown Stones (28 types A-)	Needed to find Regice, Regirock and Registeel. Held by wild Unowns
Key	For unlocking doors in dungeons

Want to know all the secrets the new *Mystery Dungeon* games hold? Well here's our expert's hints, tips and strategies...

There are 491 Pokémon obtainable in these games and you can be one of 16 at the start, decided by your answers to the personality quiz questions. You must then choose a partner Pokémon – but this can't be the same type as you are playing!

Wonder Mail codes allow you to access an additional eight dungeons and each one has a special mission to complete. There are several items in the game that can only be accessed through these codes. Put the codes in at the Code Option on the Main Menu...

Maze Cave
Description: Following the same plot as the *Dungeon Time & Dark* anime special, Shinx's sister is ill and needs a Gabite's Scale to be healed. This scale is only found in Maze Cave.
Unlock notes: Beat Chapter 10
Password: 78SR -H2M P0+4 Y6FY 1GY+ #R9S
Dungeon boss: Gabite - cannot be recruited
Reward: Gabite's Scale

Bottomless Sea
Description: Get to the end of the dungeon
Unlock notes: Rescue Scizor from Crevice Cave
Password: FN01 HWN- 00%F 8678 +XY@ &%#3
Dungeon boss: Kyogre
Reward: Water Harmonica (increases recruit rate for water Pokémon)

Shimmering Desert
Description: Get to the end of the dungeon
Unlock notes: Rescue Scizor from Crevice Cave
Password: #6S6 NY2G YJN= 1P57 F0MN MH7Y
Dungeon boss: Groudon
Reward: Earth Cymbal (increases recruit rate for ground Pokémon)

Mt Avalanche
Description: Get to the end of the dungeon
Unlock notes: Rescue Scizor from Crevice Cave
Password: 4MP= K98# CT%Y R@-- &P7% %K86
Dungeon boss: Articuno
Reward: Ice Flute (increases recruit rate for ice Pokémon)

Giant Volcano
Description: Get to the end of the dungeon
Unlock notes: Rescue Scizor from Crevice Cave
Password: FH0T HYNH R0QF 86N8 +SY@ &%YN
Dungeon boss: Heatran
Reward: Fire Drum (increases recruit rate for fire Pokémon)

The Great Hole
Description: Get to the end of the dungeon
Unlock notes: Rescue Scizor from Crevice Cave
Password: WNNY JXTK 65C1 4N3- P4NM 8K6C
Dungeon boss: Giratina
Reward: Rock Megaphone (increases recruit rate for rock Pokémon)

Sky Stairs
Description: Get to the end of the dungeon.
Unlock notes: Rescue Scizor from Crevice Cave
Password: HW+8 66%T 5S51+J5Y 4-K# H@P-
Dungeon boss: Rayquaza
Reward: Flying Pianica (increases recruit rate for flying Pokémon)

Mysterious Jungle
Description: Get to the end of the dungeon
Unlock notes: Rescue Scizor from Crevice Cave
Password: X%8S WYY+ S-JF PFH@ @##K 5N8K
Dungeon boss: Mew
Reward: Grass Trumpet (increases recruit rate for grass Pokémon)

...Dungeon

...RS OF TIME ...OF DARKNESS

Making Legendary Pokémon your companions is possible, as in the previous games, but working with them is much harder than your average wild Pokémon. Their condition is based on the following factors: your leading Pokémon's level, the Friend Ribbon, who beats the wild Pokémon, and a dose of luck!

Here's a breakdown of the Legendaries we know of so far...

	Name	Size	Level	Location	Requirements
	Zapdos	2	29	Electric Plateau 7F	Must have Secret Stoneplate or Enigma Part in bag
	Moltres	2	45	Final Maze B40F	None
	Mewtwo	1	50	Dark Crater B6F Watchman Cave Deepest Part B5F	Must have Secret Stoneplate or Enigma Part in bag *Dark Version Only*
	Raikou	1	46	Hidden Ruins B20F	Must have Secret Stoneplate or Enigma Part in bag
	Entei	1	47	Dark Crater Deepest Part B10F	Must have Secret Stoneplate or Enigma Part in bag
	Suicune	1	45	Final Maze B29F	None
	Lugia	4	45	Enclosed Sea B18F	Must have Secret Stoneplate or Enigma Part in bag
	Ho-oh	4	43	Mt Wind 19F	Must have Secret Stoneplate or Enigma Part in bag
	Celebi	1	?	Mystic Forest 10F	Must have Secret Stoneplate or Enigma Part in bag *Time Version Only*
	Regirock	2	46	Watchman Cave Regirock's Chamber	On second visit
	Regice	2	46	Watchman Cave Regice's Chamber	On second visit
	Registeel	2	46	Watchman Cave Registeel's Chamber	On second visit
	Latias	2	44	Sky Fissure 10F Joy Cape B10F	Must have Secret Stoneplate or Enigma Part in bag
	Latios	2	44	Sky Fissure Deepest Part B5F Dark Night Forest B24F	Must have Secret Stoneplate or Enigma Part in bag
	Jirachi	1	45	Final Maze B23F	None
	Deoxys	1	45	Shining Hill 17F	Must have Secret Stoneplate or Enigma Part in bag
	Dialga	4	48	Dimensional Tower Summit	After credits roll
	Palkia	4	48	Sky Fissure Bottom	On second visit
	Regigigas	4	49	Watchman Cave Regigigas's Chamber	On second visit
	Cresselia	1	47	Sharpedo Rock	Automatically recruits after Darkrai mission
	Manaphy	1	40	Sharpedo Rock	Automatically recruits when it returns after the Darkrai mission
	Darkrai	1	53	Mystic Forest 13F Crevice Cave Deepest Part B2F Miracle Sea B3F Mt Practice B17F Sky Fissure B14F	Must have Secret Stoneplate or Enigma Part in bag

TYPE BOOST ITEMS...

These items in the games are only usable by the Pokémon of the same type

Normal

Name	Effect	Category	Method of obtaining
White Chiffon	Boosts Attack/Defense	*	Zero Island East B40F
Normal Powder	Boosts Special Attack/Special Defense	*	Optional mission prize
White Gem	Prevents status in Cloudy weather	**	White Chiffon + Normal Powder
Joy Sphere	Normal types do not receive damage from fighting moves	***	White Chiffon + Normal Powder + White Gem

Fire

Name	Effect	Category	Method of obtaining
Red Chiffon	Boosts Special Attack/Special Defense	*	Midnight Forest B15F Key Room
Fire Powder	Boosts Attack/Special Attack	*	Optional mission prize
Fire Gem	Prevents status in Sunny weather	**	Red Chiffon + Fire Powder
Fire Sphere	Fire types do not receive damage from water moves	***	Red Chiffon + Fire Powder + Fire Gem

Water

Name	Effect	Category	Method of obtaining
Blue Chiffon	Boosts Special Attack/Special Defense	*	Location currently unknown
Water Powder	Boosts Defense/Special Defense	*	Optional mission prize
Aqua Gem	Prevents status in Rain weather	**	Blue Chiffon + Water Powder
Water Sphere	Water types do not receive damage from electric moves	***	Blue Chiffon + Water Powder + Aqua Gem

Grass

Name	Effect	Category	Method of obtaining
Youngleaf Chiffon	Boosts Special Attack/Special Defense	*	Mt. Mistral 15F Key Room
Grass Powder	Boosts Defense/Special Defense	*	Optional mission prize
Grass Gem	Movement Speed raises one level in Sunny weather	**	Youngleaf Chiffon + Grass Powder
Palm Sphere	Grass types do not receive damage from fire moves	***	Youngleaf Chiffon + Grass Powder + Grass Gem

Electric

Name	Effect	Category	Method of obtaining
Yellow Chiffon	Boosts Special Attack/Special Defense	*	Location currently unknown
Electric Powder	Boosts Attack/Special Attack	*	Optional mission prize
Thunder Gem	Movement Speed raises one level in Cloudy weather	**	Yellow Chiffon + Electric Powder
Thunder Sphere	Electric types do not receive damage from ground moves	***	Yellow Chiffon + Electric Powder + Thunder Gem

Ice

Name	Effect	Category	Method of obtaining
Clear Chiffon	Boosts Special Attack/Special Defense	*	Zero Island North B16F Key Room
Ice Powder	Boosts Defense/Special Defense	*	Optional mission prize
Ice Gem	Prevents status in Hail weather	**	Clear Chiffon + Ice Powder
Ice Sphere	Ice types do not receive damage from fire moves	***	Clear Chiffon + Ice Powder + Ice Gem

Fighting

Name	Effect	Category	Method of obtaining
Orange Chiffon	Boosts Attack/Defense	*	Zero Island North B26F Key Room
Focus Powder	Boosts Attack/Special Attack	*	Optional mission prize
Fight Gem	Movement Speed raises one level in Clear weather	**	Orange Chiffon + Focus Powder
Powerful Sphere	Fighting types do not receive damage from psychic moves	***	Orange Chiffon + Focus Powder + Fight Gem

Poison

Name	Effect	Category	Method of obtaining
Pink Chiffon	Boosts Attack/Defense	*	Zero Island West B9F Key Room
Poison Powder	Boosts Attack/Special Attack	*	Optional mission prize
Poison Gem	Prevents status in Cloudy weather	**	Pink Chiffon + Poison Powder
Poison Sphere	Poison types do not receive damage from ground moves	***	Pink Chiffon + Poison Powder + Poison Gem

Ground

Name	Effect	Category	Method of obtaining
Brown Chiffon	Boosts Attack/Defense	*	Zero Island North B10F Key Room
Ground Powder	Boosts Defense/Special Defense	*	Optional mission prize
Earth Gem	Prevents status in Sandstorm weather	**	Brown Chiffon + Ground Powder
Land Sphere	Ground types do not receive damage from grass moves	***	Brown Chiffon + Ground Powder + Earth Gem

Flying

Name	Effect	Category	Method of obtaining
Sky Chiffon	Boosts Attack/Defense	*	Zero Island North B13F Key Room
Sky Powder	Boosts Special Attack/Special Defense	*	Optional mission prize
Sky Gem	Movement Speed raises one level in Clear weather	**	Sky Chiffon + Sky Powder
Sky Sphere	Flying types do not receive damage from electric moves	***	Sky Chiffon + Sky Powder + Sky Gem

Psychic

Name	Effect	Category	Method of obtaining
Gold Chiffon	Boosts Special Attack/Special Defense	*	Zero Island West B13F Key Room
Psychic Powder	Boosts Attack/Special Attack	*	Optional mission prize
Psychic Gem	Prevents status in Fog weather	**	Gold Chiffon + Psychic Powder
Psychic Sphere	Psychic types do not receive damage from dark moves	***	Gold Chiffon + Psychic Powder + Psychic Gem

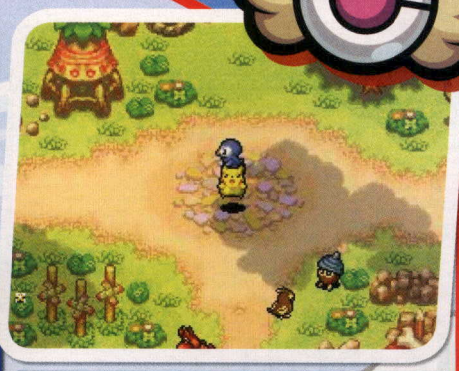
Bug

Name	Effect	Category	Method of obtaining
Green Chiffon	Boosts Attack/Defense	*	Zero Island North B30F Key Room
Mysterious Powder	Boosts Attack/Special Attack	*	Optional mission prize
Guard Gem	Prevents status in Clear weather	**	Green Chiffon + Mysterious Powder
Guard Sphere	Bug types do not receive damage from flying moves	***	Green Chiffon + Mysterious Powder + Guard Gem

Continued over the page...

Pokémon Mystery Dungeon

Explorers of Time
Explorers of Darkness



Rock

Name	Effect	Category	Method of obtaining
Grey Chiffon	Boosts Attack/Defense	*	Zero Island West B21F Key Room
Rock Powder	Boosts Defense/Special Defense	*	Optional mission prize
Stone Gem	Movement Speed raises one level in Sandstorm weather	**	Grey Chiffon + Rock Powder
Rock Sphere	Rock types do not receive damage from steel moves	***	Grey Chiffon + Rock Powder + Stone Gem

Ghost

Name	Effect	Category	Method of obtaining
Purple Chiffon	Boosts Attack/Defense	*	Zero Island West B29F Key Room
Dubious Powder	Boosts Special Attack/Special Defense	*	Optional mission prize
Shadow Gem	Movement Speed raises one level in Fog weather	**	Purple Chiffon + Dubious Powder
Spirit Sphere	Ghost types do not receive damage from ghost moves	***	Purple Chiffon + Dubious Powder + Shadow Gem

Dragon

Name	Effect	Category	Method of obtaining
Royal Chiffon	Boosts Attack/Special Attack	*	Zero Island East B20F Key Room
Dragon Powder	Boosts Defense/Special Defense	*	Optional mission prize
Dragon Gem	Prevents status in Clear weather	**	Royal Chiffon + Dragon Powder
Dragon Sphere	Dragon types do not receive damage from dragon moves	***	Royal Chiffon + Dragon Powder + Dragon Gem

Dark

Name	Effect	Category	Method of obtaining
Black Chiffon	Boosts Attack/Special Attack	*	Zero Island West B33F Key Room
Dark Powder	Boosts Defense/Special Defense	*	Optional mission prize
Dark Gem	Prevents status in Fog weather	**	Black Chiffon + Dark Powder
Palm Sphere	Dark types do not receive damage from fire moves	***	Youngleaf Chiffon + Grass Powder + Grass Gem

Steel

Name	Effect	Category	Method of obtaining
Silver Chiffon	Boosts Attack/Defense	*	Zero Island North B35F Key Room
Steel Powder	Boosts Defense/Special Defense	*	Optional mission prize
Metal Gem	Prevents status in Sandstorm weather	**	Silver Chiffon + Steel Powder
Steel Sphere	Steel types do not receive damage from ground moves	***	Silver Chiffon + Steel Powder + Metal Gem

IQ Skills allow a Pokémon to work on their own and attack more intelligently than usual! Every Pokémon has an IQ level and as their IQ goes up, their skill level increases too, in a similar way to how happiness increases in the main Pokémon games. The higher the level, the more things your Pokémon will do on their own – and this is all customisable so you only have to use this feature if you want to. Each species of Pokémon has one of eight Groups – here's a breakdown for you…

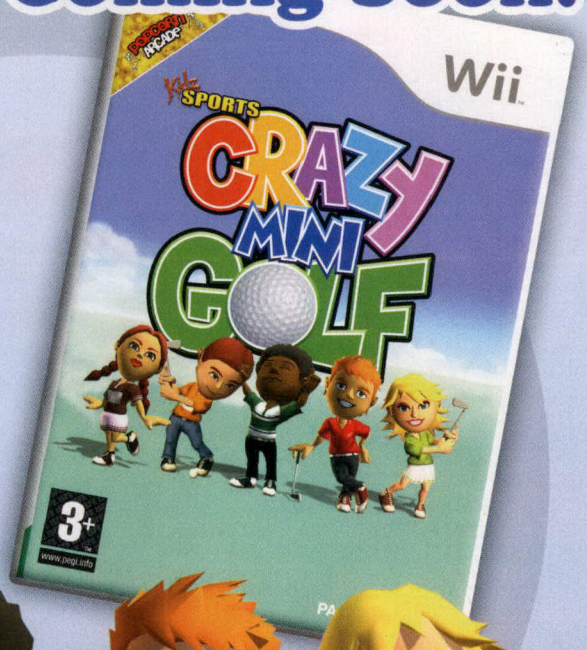
Name	IQ Level	Effect	Group
Course Checker	Base	Does not use attacks when a wall or ally is in the way	All Groups
Escapist	Base	The Explorer Badge can be used to leave the dungeon	All Groups
Item Catcher	Base	Can catch a thrown item to hold	All Groups
Item Master	Base	Can use and throw held item	All Groups
Exclusive Move-User	Base	Uses moves and not regular attack	All Groups
Nontraitor	½	When confused or cowering, Pokémon will not attack friends	All Groups
Status Checker	½	Does not use moves that inflict status that a foe may already have	All Groups
Dedicated Traveler	Base	Moving is first priority over using attacks and items	Groups A, B, D
PP Saver	½	Sometimes gets to use a move without draining PP	Groups A, D, F, G, I
Cheerleader	½	Raises Attack and Special Attack of friends by one	Groups B, E
Efficiency Expert	½	Attacks Pokémon with the lowest HP first	Groups E, H
Acute Sniffer	½	Refrains from moves that inflict a status change that the foe already has	Groups A, G
Type-Advantage Master	★	Raises critical hit rate of type-effective moves	Groups A, B, C, F
Brick Tough	★	Permanently adds ten to max HP	Groups C, E, H
Self-Curer	★	Shortens required turns for Pokémon to heal from status	Groups D, F, G, H, I
Bodyguard	★	Takes damage in place of friends who are low on HP	Groups B, E, H
Power Pitcher	★½	1.5x damage inflicted with throwing items, excluding Gravelrocks	Groups C, E, I
Survivalist	★½	Restores more Belly stat with foods and may not be affected by Grimy Foods	Groups A, C, E, I
Weak-Type Picker	★½	Targets foes with good type compatibility	Group F, J
Wise Healer	★½	Raises effectiveness of HP-recovery moves/items	Groups B, E, H
Coin Watcher	★½	When Poke is picked up, 1.2x will be received instead	Groups A, B, H
Deep Breather	★★	Recovers 1PP to a random move upon entering the next floor	Groups B, E, H, I
Wary Fighter	★★	Steps back one tile when it misses a move	Groups E, F, H
Practice Swinger	★★	Raises attacks stats by one only for the turn after a move misses	Groups C, D, G, I, J
Hit-and-Runner	★★	Sometimes cancels foe's counter-attacks	Groups F, G, J
Concentrator	★★	Raises accuracy by one and reduces evasion by one	Groups C, D, J
Exp Go-Getter	★★	Targets foes that give more experience	Groups C, G, I
Nonsleeper	★★	Immune to all sleep-inducing/related moves	Groups A, B, C
Gap Prober	★★	Ranged moves and throwing items can pass allies without causing damage	Groups B, D, F, J
Energy Saver	★★½	Belly lowers slower	Groups E, J
Defender	★★½	Raises Defense and Special Defense by one but lowers Attack and Special Attack by one	Groups E, J
Aggressor	★★½	Attack and Sp Attack raises by one and Defense and Sp Defense are lowered by one	Groups C, I
Trap Avoider	★★½	Avoids visible traps only	Groups D, G
Sharp Shooter	★★★	Raises critical-hit ratio	Groups D, F, I
Lava Evader	★★★	Avoids walking on lava	All Groups
Counter Basher	★★★	Lowers Defense by one, but sometimes counters the damage received back to the adjacent opponent	Group C
Quick Healer	★★★	Raises natural HP recovery	Groups E, G, H, I
Counter Hitter	★★★½	Sometimes counters ¼ of the damage received back to the adjacent opponent	Groups D, E
Multitalent	★★★½	Adds five to Pokémon's max PP	Groups A, F, J
Exp Elite	★★★½	Earns more experience when defeating foes	Groups F, G
Erratic Player	★★★½	Increases multiplier effect of type-effective damage	Groups C, G
Clutch Performer	★★★★	Raises evasion by 2 when under 25% of max HP	Groups C, D
All-Terrain Hiker	★★★★	Can walk on water, lava and valleys	Groups A, F, H, I
Critical Dodger	★★★★½	Immunity to critical hits	Groups D, G, H
Trap Buster	★★★★½	Sometimes destroys traps by stepping on them	Groups A, B, F, H
Sure-Hit Attacker	★★★★★	Regular attacks do not miss	Groups E, J
Stair Sensor	★★★★★	Learns the location of stairs when changing floors	Groups A, D, F, G, J
Extra Striker	★★★★★½	Sometimes strikes again following an attack	Groups C, D, I
Quick Dodger	★★★★★½	Raises likelihood of dodging attacks	Groups D, H, I
Fast Friend	★★★★★½	Raises chances of recruiting foes	Groups B, H
Trap Seer	★★★★★	Able to step on traps without setting them off	Groups D, G
Intimidator	★★★★★	Sometimes makes foes cringe when they attack	Groups C, E, I, J
No-Charger	★★★★★	Automatically uses charged attack without delay at the cost of 2PP	Groups C, F
Map Surveyor	★★★★★	Knows the floor layout	Groups A, G, J
Quick Striker	★★★★★	Can do two regular attacks in one turn in a row	Groups D, G
House Avoider	★★★★★	Will not enter Monster Houses	Groups A, E, F, H, I, J
Pierce Hurler	★★★★★	Throwing items penetrate Pokémon and keep flying	Groups A, C, F
Natural Gifter	★★★★★	Extends effects of seeds and berries to Pokémon's allies. Only for leader	Group H
Time Tripper	★★★★★½	Raises initial Speed by one	Group I
Absolute Mover	★★★★★★	Can move through water, lava, and valleys. Walls can be crushed	Group J

And that's about all we've got room for this issue. If you've got a particular bit of *Pokémon Mystery Dungeon Explorers Of Time* or *Darkness* that you are stuck on, write in to **'Ask Professor Yew'** at the address at the front of the magazine and he will try to help you next time!

Kidz SPORTS

CRAZY MINI GOLF

Coming Soon!



Grab a putter an hit the greens, Kidz Sports Crazy Mini Golf is here! 72 crazy holes set over 4 wacky courses. Use the Wii Remote just like a real putter.
Play with up to 4 people and create 'NuYu' versions of yourselves to play in game.
Mini Golf has never been this crazy!

Featuring the 'NuYu' character editor

3+ TM

www.pegi.info

Wii™

GODS by data design

data design interactive

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opoona™

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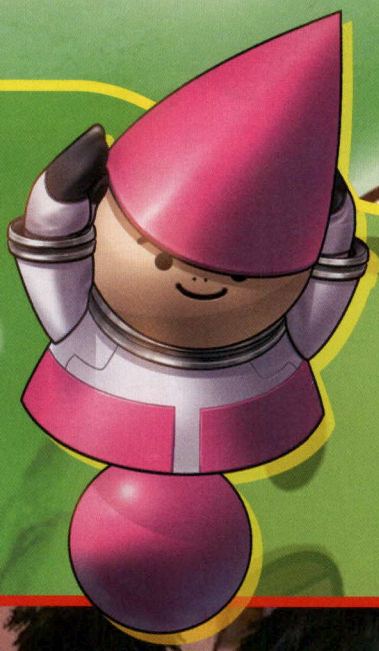


Format Wii • **Price** £34.99
Publisher Koei • **Game type** RPG
Release 12 September • **Info** One-handed gameplay!

Help! Help! A little space boy needs you to help him find his family, and the way back home – all by waggling your Wii Nunchuk!

It was while Opoona and his family were on their interplanetary vacation that they had a nasty accident. Their spaceship crash-landed on the Planet Landroll and the poor chap got separated from his clan. Waking up injured in a hospital bed, poor Opoona is forced to live alone, which would be quite tricky were it not for the fact that Opoona is descended from a long line of warriors called the Cosmo Guards. With you taking control of the plucky lad it's time to find a job, searching for Opoona's family and defend his new home from evil creatures known as the Dark Rogues. All before tea time!

This game is all about the action – and that shows in the controls. Using the Wii's Nunchuk, you must manoeuvre things called Energy Bon-Bons and fling them at your enemies with a flick of your wrist. You can throw them in a variety of ways, but everything is controlled via the Nunchuk, giving the game a one-handed control that takes some getting used to, but leaves the other hand free for holding

Three siblings together... and a little dog. *Opoona* has a storyline that will hook you in and make you want to play more!

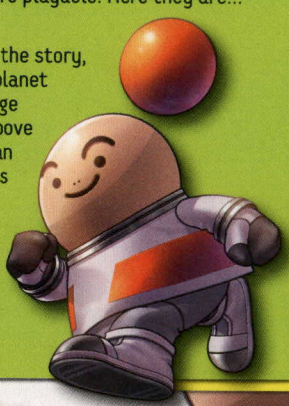
Arrgghh! All hell breaks loose as Opoona attacks a bunch of marauding monsters on his way to work!

MEET THE PLAYABLE CHARACTERS...

Opoona is rammed full of people to meet and monsters to beat, but only three characters are playable. Here they are...

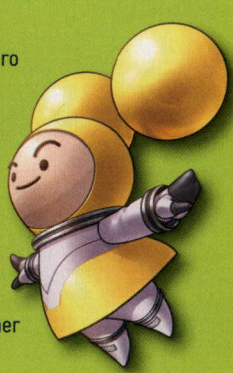
OPOONA

This is the hero of the story, and he's from the planet Tizia. With an orange Energy Bon-Bon above his head that he can fling at his enemies to give them a fright, he's loads of fun. He starts out in the Tokione dome, joining the Landroll rangers.



POLEENA

The little sister of our hero Opoona, Poleena has two yellow Energy Bon-Bons floating around above her head – some say that they look a bit like pigtails! When the accident happened, her escape pod crash-landed on the Orcalphin coast where she was then rescued by the mother of a guy called Aizel.



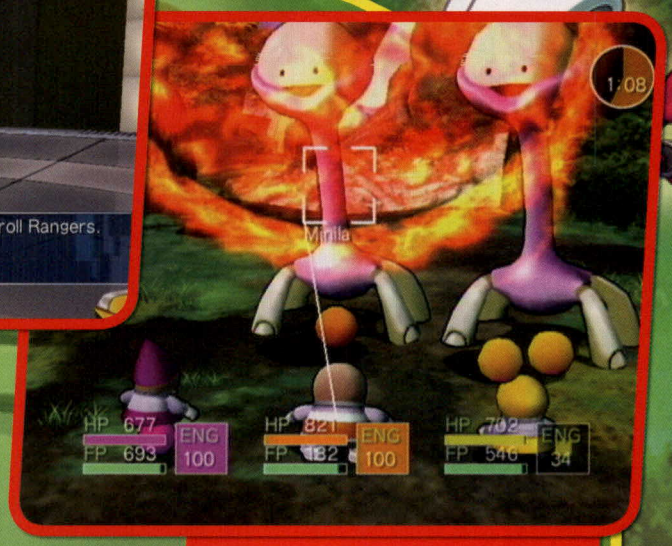
COPOONA

You've already met Opoona's sister Poleena, well Copoona is his younger brother. This little guy's Energy Bon-Bon takes the place of his legs and is purple in colour, and he wears a pointy hat. On his adventure he becomes a sage and is taken under the wing of Sage Sarit, one of the respected elders of the planet of Landroll.

2nd Opinion

If there's one thing the Japanese certainly know how to make it's a cute role-playing game. *Opoona* has all the ingredients to make it a success – great characters, an emotional storyline, some monsters to battle against in a traditional RPG way and a good dollop of fun in the variety of jobs little Opoona can perform. I found it loads of fun, and loved watching as the story unfolded. If you're looking for an adventure game with neat controls, then look no further, as *Opoona* delivers in spades.

Stu Yew



They may be monsters, but you can't help thinking that they look really cute! Pokémon fans will love this.

cans of pop or chatting on the mobile! They call this the 'Active Bon-Bon Battle System'. If you can't master the Nunchuk, though, you can always default to playing the game with the regular Wii controller instead.

Although there are battles to be had in the game, the gameplay puts more emphasis on the lifestyle role-playing. You have got to help Opoona adapt to this new planet, meet new people and do his bit for society by going to work every day and paying his way. As the game progresses, new jobs will become available and secrets will be unveiled that may help Opoona be reunited with his family again.

HP LEVELS What RPG game would be complete without Health Points? Keep them up to avoid dying!
BATTLE TIMER See off the enemy before the time runs out or you lose!
ATTACK! ATTACK! Launching Energy Bon-Bons creates some brilliant special effects – and sees off your enemies too!
3-UP! Opoona and his two siblings can take on the might of the enemy together.
HP 382
FP 416
ENG 100
HP 468
ENG 100
HP 380
FP 221
ENG 20
FP These are the Force Points in the game – they enable you to perform special attacks.
ENERGY Keep a close eye on this counter as you play – if it hits zero it's game over!

Opoona is a game with a fascinating visual style that really draws you in. There's a great pedigree of videogaming behind the game with art director Shintaro Majima and the development team having worked on the *Dragon Quest* series. The soundtrack is a work of art, too, with composer Hitoshi Sakimoto doing the music. He's better known for his work on *Final Fantasy XII*.

+ Points The game looks wonderful, with rich and detailed towns to explore and some excellent character design. It's the first ever Wii game to be controlled solely using the Nunchuk too!

- Points For a seasoned RPG fan the simple battle controls will soon start to wear thin and you'll be wishing for a more complex game like *Final Fantasy*.

Final comments There's plenty about *Opoona* to make it well worth recommending. He's cute, the game looks great and it allows players to dip their toes into a Lifestyle RPG in a cutesy kind of a way.

8/10

POKÉRATING

Bakushow

CHALLENGE YOUR FRIENDS!

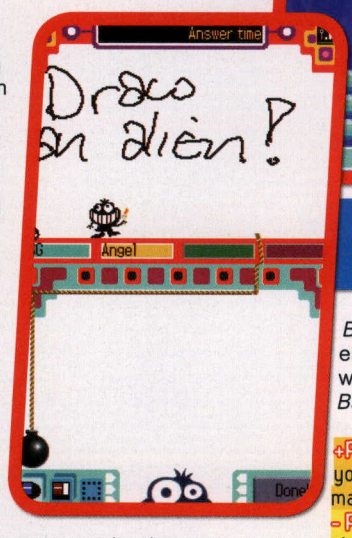
Format DS • Price £14.99
Publisher Rising Star Games • Game type Quiz
Release 29 August • Info 'Bakushow' means 'big laugh' in Japanese

It's a bit like a quiz show combined with a game of charades and you're going to need your DS mates!

Some wild and wacky games have come out of Japan over the years. Games that throw away all traditional gaming styles and go their own way. *Bakushow* is one of those. It's probably created a whole new genre of game all to itself!

You simply can't play the game as a one-player experience, you have to have some DS-owning mates with you. The way it works is that one of you plays the host, and they propose a question or task for all the other players to respond to. It works best with four DS players, all linked wirelessly.

Questions can be anything you like – what does MBE stand for? What does a Scottish terrier look like? Or something with pictures, like draw a unicorn! Everyone must send back their answer in a time limit chosen by the host. All the players then decide who has sent back the best answer and award points accordingly.



The game is only limited by the imagination of the players really. You can send out Sudoku-style challenges, ask them to complete an illustration or word – the game can never be the same twice, unless you have no imagination!

You only need one game cart for up to four DS players to take part, which is a bonus, and favourite answers can be saved to the game cart for safe keeping. Being such a free-form game where player interaction is key, there's obviously nothing that one player can get out of *Bakushow* on their own, but it should encourage you to get together with your DS-owning friends for a *Bakushow* party!

This is a game that is as good, or as rubbish, as the people playing it. Don't blame the DS!

+Points Only £19.99 with one cart being all you need for up to four players to take part makes this a great one for long journeys.
-Points Those used to the multicoloured platform gaming world that is so popular on DS will be disappointed by the visuals.
Final comments A game only limited by the players' imaginations. What a great idea! If you think it's rubbish – it's coz you are!

8/10

POKÉRATING

The Sims 2 Apartment Life

EXPANSION PACK

Format PC DVD • Price £19.99
Publisher EA • Game type Sim
Release 29 August • Info Expansion pack

All PC gamers should have a copy of The Sims and here's an expansion pack!

The Sims is a phenomenal videogame success story and the ultimate expandable game. If you've already got a copy of *The Sims 2* on your PC, then you'll be pretty excited about the new expansion pack called *Apartment Life* that allows your Sims to move into a spacious loft, a cozy flat-share or a swish apartment. There are Sims with new social groups to mingle with: sports jocks, gadget-collecting techies and stylish socialites. It's all about building your Sim's reputation meter, as with a good rep they will meet the right people and achieve their goals, but with a bad rep who knows where they could end up!

Play your cards right and you'll get to know some lovely people in your new apartment.

You can select your new apartment block from five types, each one with a butler to make your life a breeze! You can decorate the place any way you like, too, and furnish it with the endless extra items that EA is more than happy to sell you!

+Points Continuing to breath life into *The Sims* longevity, these expansion packs are always a winner!
-Points If you're playing games on a budget, there's nothing wrong with sticking to just the original game.
Final comments *The Sims* is a gameplay experience that everyone should have at some time – there's a cool DS version out there too!

9/10

POKÉRATING

Also available this month...

Ratchet & Clank Future: Tools Of Destruction

Format PlayStation 3 • Price £19.99
Publisher Sony • Game type Platform
Release Out now • Info Platinum re-release

The first next-gen galactic adventure for Sony's platform heroes Ratchet and Clank has just got itself a Platinum re-release with a great £19.99 price tag to go with it. The game combines the adventuring roots of the brand with an epic storyline and immersive gameplay to draw you in to a vibrant and rich galaxy packed with bustling cities, gigantic enemies and massive bosses to battle. There are some brilliant characters with cool animation and voice acting, and for fans of impressive weaponry there are lots of upgrades to Ratchet's armour and customisable guns.

Viva Piñata: Trouble In Paradise

Format Xbox 360 • Price £39.99
Publisher Microsoft • Game type RPG
Release 5 September • Info A piñata sequel!

The original game design team from Rare got back together to make this sequel. All is not well on Piñata Island and the Piñata Central computer has been wiped out by Professor Pester and his gang of ruffians! You've got to rebuild the computer database by sending out piñata to parties all over the world. To capture the piñata you've still got to create wonderful gardens to attract the little critters. There are over 100 species and hundreds of customisable features making every game you play unique. If you're looking for some frivolous fun on the 360, they don't come much better than *Viva Piñata*!

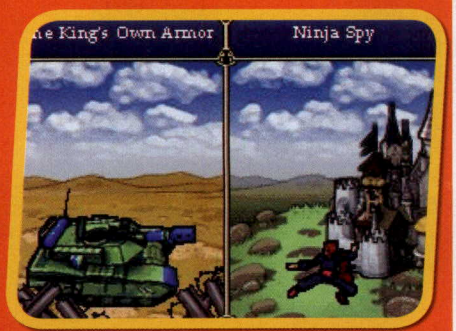
Dinosaur King

Format DS • Price £29.99
Publisher Sega • Game type RPG
Release 5 September • Info Cool, dinosaurs!

Here's another game from Sega that all Pokémon fans are sure to love. *Dinosaur King* gives a twist to the regular RPG by adding in a cool 3D battling system and multiplayer fighting action through Wi-Fi. You play as Max or Rex, the D-Team, and there are more than 100 dinosaurs to collect and each one can learn a bunch of special moves giving 240 moves in the game in total. Travelling through five world locations you will be digging for fossils as you go. If you didn't know, the game is based on a popular Japanese anime series – err, a bit like *Pokémon* then!

Sid Meier's Civilization: Revolution

Format Nintendo DS • Price £29.99
Publisher Take 2 • Game type Sim
Release 29 August • Info Build an empire!



Sid Meier has won awards for his strategy games, and this version of *Civilization* has been built from the ground up for the DS. Choose from 16 civilisations throughout history from Africa to Germany, from America to China, then lead them to victory. You can become one of the world's most powerful leaders and interact with advisors and other leaders to accomplish your goals. The game has you searching the globe for long-lost relics, rival civilisations, advanced technologies and you will stumble upon barbarians that will stand in your way, too.

Samba de Amigo

Format Wii • Price £39.99
Publisher Sega • Game type Arcade
Release 19 September • Info Yeah, maracas!

Sega has been busy updating its 1999 arcade hit *Samba de Amigo* for the Wii. Some of you may remember that it was released on the Dreamcast back in 2000, complete with plug-in maracas. Well no need for these any more, as the Wii Remote works perfectly well for such a game. It's all about shaking your thang in time with the music and there are more than 40 music tracks in the game to enjoy, including hits like the *Macarena*, *La Bamba* and the theme from *Rocky*! Sega is also going to allow extra songs to be downloaded once you've masters those packed with the game.

Bangai-O Spirits

Format DS • Price £19.99
Publisher D3 • Game type Shoot-'em-up
Release 29 August • Info It's a mega-blast!

Coming from legendary Japanese developer Treasure (for those who don't know, it has done some brilliant games like *Gunstar Heroes* and *Ikaruga* down the years), you know you're in for something special with *Bangai-O Spirits*. Super moves, lightning fast gameplay and incredible special effects are the order of the day. There are 160 levels of shoot-'em-up frenzy to enjoy – a style of game that is often lacking from the shelves these days. Get fed up with those and you can then play around with a level designer and create your own! And all of this at the £19.99 price tag – great value for money!

Pokémon 3 The Movie

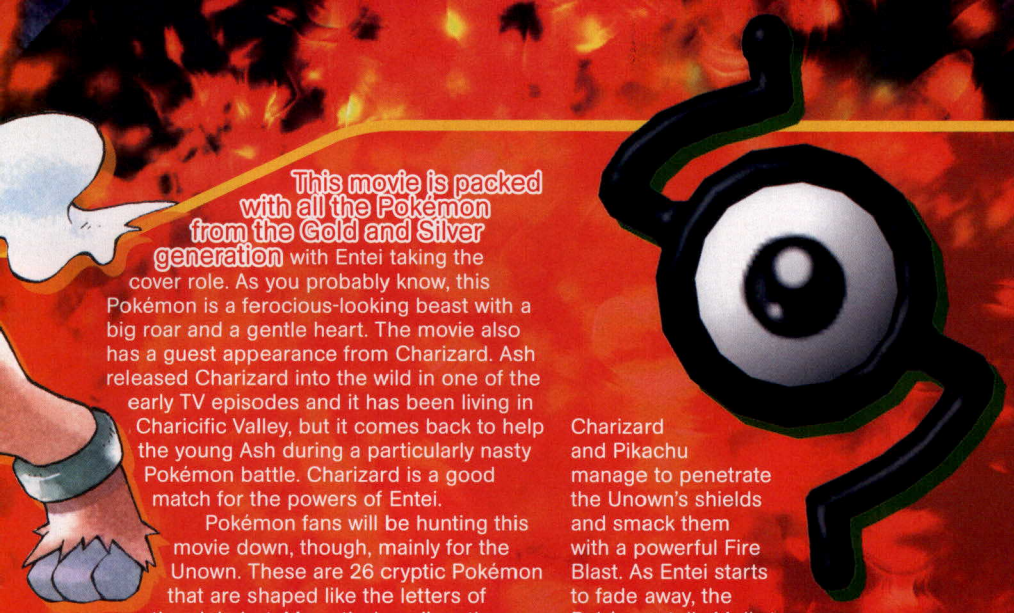
WARNING! SPOILERS!

In the third Pokémon movie to be released we once again see our old friend Ash Ketchum travelling the Pokémon world in search of Pokémon battles and adventure...

Ash and his Pokémon-loving chums are on their way to the Johto Tournament when they decide to visit the beautiful mountain town of Greenfield and it's not long before they stumble upon the Pokémon Unown. These were the most mysterious of all Pokémon – at the time at least! The Unown create a tough challenge for Ash that will make every Pokémon battle he has taken part in seem a doddle! With the assistance of his faithful friend Pikachu, along with Brock, Misty and even some help from Team Rocket, Ash must rescue a young orphan called Molly from the mystical forces that are threatening to turn her life into a dreamworld prison.

Molly's dad is Professor Spencer Hale and he disappeared when he went on an expedition to study the Unown. Spencer was once one of Professor Oak's top students and has been a good friend to the Ketchum family for a long time. He has an obsession with discovering what makes these black and white Pokémon tick, but he never expected them to turn on him like this!

After capturing her dad, the Unown create a crystal shell around Molly's house and send an apparition Entei to guard over her. She is allowed anything she wishes, except for the return of her dad. There's also an added complication for Ash, as he must bring his mother back from the Unown realm after Molly wished for her to become her mum and the Unown brought her to the house. Molly wants a family more than anything else in the world, you see. Ash must rescue his mum before she is lost for good.



This movie is packed with all the Pokémon from the Gold and Silver generation with Entei taking the cover role. As you probably know, this Pokémon is a ferocious-looking beast with a big roar and a gentle heart. The movie also has a guest appearance from Charizard. Ash released Charizard into the wild in one of the early TV episodes and it has been living in Charicific Valley, but it comes back to help the young Ash during a particularly nasty Pokémon battle. Charizard is a good match for the powers of Entei.

Pokémon fans will be hunting this movie down, though, mainly for the Unown. These are 26 cryptic Pokémon that are shaped like the letters of the alphabet. Meowth describes them as "like Alphabet Soup, without the soup"! They have the ability to be able to bring the dreams and thoughts of humans into reality. Nobody seems to know just what the Unown are capable of if they choose to unleash their full power – but Ash it just about to find out!

As the movie rumbles on, the Unown start to lose their mystic powers, having gorged themselves on Molly's feelings for so long, and Entei turns on them in an attempt to keep the peace. Jumping in to help Entei, Charizard and Pikachu manage to penetrate the Unown's shields and smack them with a powerful Fire Blast. As Entei starts to fade away, the Pokémon tells Molly to keep him close in her dreams. Ahh, how sweet.

As the Unown return to their own dimension, they release Professor Hale and he appears at the ruins that he was examining when he went missing. All of the crystals that the Unown had created around Greenfield start to disappear and everything returns to normal. We never actually get to see Molly's mum, though, even though she is mentioned – strange! ⊙

◎ THIRD MOVIE FACTS!

- The subtitle of the movie is *Spell Of The Unown*, referring to the fact that the Unown Pokémon cast a spell that covered the town of Greenfield with crystal. It can also refer to the fact that you can spell out phrases with Unown Pokémon!
- This is the only movie from the original Pokémon series that doesn't feature a Psychic Legendary Pokémon in the lead role.
- Bizarrely, when Team Rocket saves Ash from falling in the movie they say that without him they wouldn't be in show business, so they had to save him!
- In Japan the movie is known as *Emperor Of The Crystal Tower: Entei*. It launched on 8 July 2000, making British cinemas on 13 July 2001. It was the last UK Pokémon cinema release.
- Like other Pokémon movies, a special short starring Pikachu was shown before the main feature – it was called *Pikachu And Pichu*.

Doodle Hex

Format DS • **Price** £19.99
Publisher BitBox Games •
Game type Magic strategy
Release Out now •
Info Packed with curious characters and some madcap gameplay!

We guarantee you won't have seen a game like this before! It's part puzzle game, part battle game – all addictive gameplay!

Doodle Hex is a magic-themed mixture of spell-casting, battle elements and unique Japanese styled anime characters and is in the shops right now, exclusively on DS.

Developed by renowned Spanish team Tragnarion, *Doodle Hex* has been created specifically for the DS format, and makes innovative use of the handheld's touch-screen abilities within a clever spell-casting scenario. Players – nicknamed 'Doodlers' – are enrolled within a special College of Runes, wherein they are charged with learning the intricacies of Rune-casting and their use within elemental magic. However, the tedium of college life is regularly interrupted by the school ghost, Kalamazoo, who organises battles between the students as a way to further test their Rune knowledge and casting skills.

This cool puzzler takes the form of a competitive spell-casting game where players use the DS stylus to draw their chosen Runes in the centre of the touch screen, summoning spells that will transform, attack and weaken their opponent. The ultimate idea of the game is to deplete your rival's energy bar before they can do the same to you.

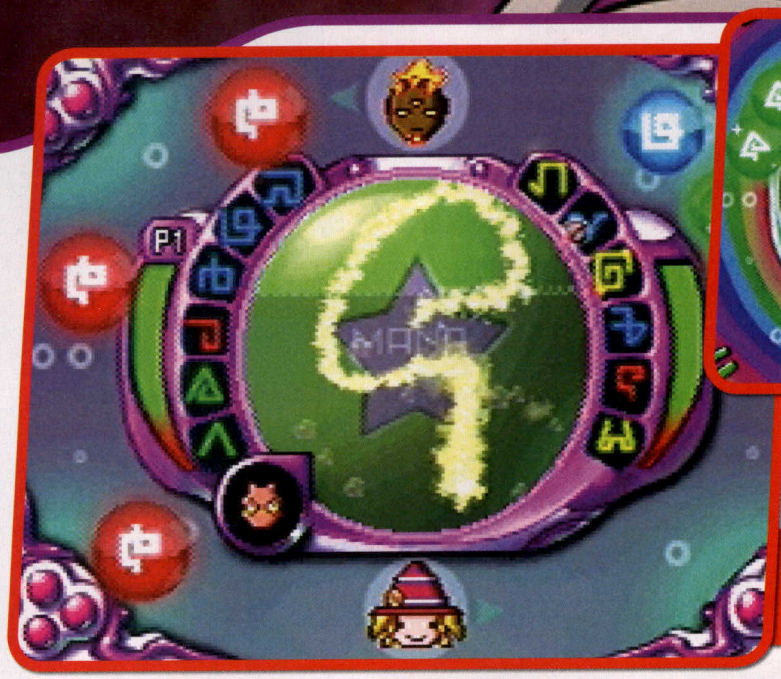
Using a stunning comic book-effect interface, *Doodle Hex* works as either a single-player or two-player head-to-head experience.

In single-player mode you will encounter an increasingly tough roster of challengers, whereas two-player head-to-head mode will allow you to cast your wits and spells against your friends with exhilarating conflicts and effects.

Fourteen characters are available to select, each of whom has a specialist field in Rune use. Having selected a character, the game begins and 'Doodlers' can send as many Runes as they are able to during the course of a battle, which creates a more open and unpredictable challenge than in turn-based games.

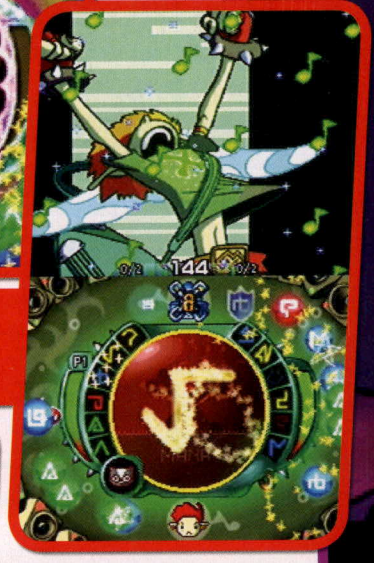
The Runes in *Doodle Hex* can be used to

The top screen is used mainly for taunts from the competitor Doodlers as you battle it out to win the game.



'Scribbling Runes' looks like a tough challenge to start with, but it soon becomes second nature and loads of fun!

This game is fast and furious and has lots of great options for multiplayer Doodling matches.



DRAWING BOARD Use the DS stylus to draw magical Runes here. Your Mana level is shown as a line on your drawing board, which rises as your Mana regenerates over time.
YOUR OPPONENT They will use their own shield to defend themselves from Runes you cast!
OPPONENT'S TRACK All your opponent's Runes travel towards you along here.
OPPONENT'S HEALTH BAR Reduce this bar to zero to defeat your opponent!
YOUR HEALTH BAR If this is reduced to zero, you lose!
YOUR TRACK The Runes you cast travel towards your opponent along your track. Use the marks on the track to help you time your combos.
YOUR PET Tap your pet with your stylus, then draw a Rune to store and make it perfect. Once the Rune replaces the pet, you can tap it to cast the stored Rune.
THIS IS YOU Touch and hold your stylus on your avatar to activate and maintain your shield.
RUNES LIST The Runes available to you will be shown here! They glow when you have enough Mana to cast them. They sparkle when your blessing and curses are active!

attack, restore health or be unleashed as devastating combination attacks, incapacitating your opponent or even their ability to cast their own spells.

As each player gains enough energy, spells available to cast are highlighted. The more powerful Runes will deplete more energy from the Doodler who is casting than the less powerful attacks will. It is possible for both players to block incoming spells by activating a shield icon, however, specific combination attacks can counter this, adding an extra element of skill and lateral thinking to the gameplay. With over 250 available challenges, Wi-Fi compatibility for two-player head-to-head action, and a wide range of unlockable bonuses, *Doodle Hex* is one of the most innovative and playable puzzle games to hit Nintendo DS to date. Its simple interface and huge number of Runes to master combine to create a stunning and truly spell-binding challenge.

Pokémon World Character Close-up

The College of Runes is the most magical school around! Only the most talented are invited to learn the Runes' awesome power.

INTRODUCING THE DOODLERS...

So far there are 14 of us but we are always on the look out for new recruits. Here you can find out a bit about our personalities, our magic styles and meet our pets who help us to learn and cast magic Runes....

1. Prof Cornelius Carbuncle...

...has spent his life searching for the Elixir of Eternal Life until one day he stumbled across a dusty old scroll that showed promise and quickly he prepared the potion. The moment the potion passed his lips he knew something was wrong. The potion worked but left a side effect – he lost all his memories and his magic had gone!

Personality: Grumpy old know-all
Magic Style: Alchemy, powerful all-round
Pet: 'Mr Jones', a fluffy library cat
Weapon: Potions, magic staff

2. Cassie...

...works long hours cleaning the College of Runes. The youngest daughter in a large family of witches in Salem, there is no money left to pay for her schooling. Her only friends are her pet lemur 'Peepers' and the school ghost Kalamazoo. She watches the Doodlers with envy, wishing to join their tournaments and maybe one day become a real witch.

Personality: Helpful, friendly
Magic Style: Strong curses, weaker damage
Pet: 'Peepers', a long-toothed tarsier
Weapon: Magic vacuum cleaner, magic pin in hat

3. Djin...

...After falling off a cargo ship and bobbing around in the ocean for hundreds of years, Djin's home, a battered old lamp, finally washes up on the shores of Staten Island NY. Sadly after years of sea sickness and never granting wishes, Djin has forgotten his magic and heads to the College of Runes to learn the Rune that grants wishes!

Personality: Serious, menacing
Magic Style: Fire magic: high damage
Pet: 'Dogg', a dog
Weapon: Bling, fire, tattoos

4. Fey...

...is a girl who just wants to be left alone! Born with magical powers she tries to hide and, struggling to fit in, she wishes for an escape... possibly to the College of Runes?

Personality: Moody goth
Magic Style: High defence, high damage
Pet: 'Mort', a bunny
Weapon: Wand of thorns

5. Hyperion...

...With the power of the Wish Rune in his control, Hyperion could save Atlantis and his people, but a light from the heavens spoke to him, demanding an extra condition – his world would be saved but only if he stayed with them, using his skills and powers to protect the power of the One Wish Rune by those unworthy.

Personality: Ancient Atlantean demigod
Magic Style: All-powerful
Pet: 'Naga', a cobra
Weapon: Staff and shield

6. Kaleb...

...Orphaned at an early age, Kaleb was raised in the College of Runes. Kaleb's father, like his father before him, taught at the College and was regarded as one of the most powerful wizards of all time.

Personality: Hard working, dedicated apprentice
Magic Style: Arcane magic: good all round
Pet: 'Cackles', a mischievous magic mouth
Weapon: Grimoire pages

7. LoPang...

...His story begins with an old proverb: "Jade that is not chiselled cannot become a gem." Life at the College teaching the same lessons year after year was without challenge. After much thought he decided to forget all his magic, clear his mind and face the greatest challenge of his life... he rejoined the College but this time as a student.

Personality: Honourable, strong and silent
Magic Style: Tattoo magic, high damage and curses
Pet: 'Shenlong', a dragon
Weapon: Tetsubo brush

8. Madrugada...

...is a teacher at the College. Life, or indeed death as a vampire can be lonely. After hundreds of years alone, never aging a day, she wanted nothing more than to be mortal and normal. At the College she hoped her wish could be granted.

Personality: Teacher, strict, cold, calculating
Magic Style: Shadow magic, high damage and mind control
Pet: 'Nibbles', a vampire bat
Weapon: Fans, teeth!

9. Nadia...

...Growing up among the gypsies of Salamanca in Spain, Nadia was born with the ability to see the future and forced by her family to read fortunes for gold. Nadia is tired of lying for a living and while searching her crystal ball for help, she sees the College of Runes before her and knows what she must do.

Personality: Sassy, fiery gypsy
Magic Style: Tarot magic: powerful curses
Pet: 'Phanto', a spirit guide
Weapon: Tarot cards, the evil eye

10. Nigel...

...is the world's greatest techno-mancer, using both magic and technology! Impressive for a boy from Nether Wallop! After months of work, he completes his greatest work, The Gizmo – a magic-battle-bot! But it needs some improvements and so he accepts the invitation to The College of Runes hoping to improve it.

Personality: Nerdy geek
Magic Style: Technomancy: high damage, high defence
Pet: 'Buzz', a flying magi-gadget
Weapon: Golem and magi-gadgets

11. Rainbow...

...In Valhalla, the gods live a life of fun and adventure, free to do as they please, except Rainbow. Every year she asks to go to college but the answer is always no! So she has no choice but to sneak out of her room with her magic backpack 'Pandy' and her father's magical sword and head to the college.

Personality: Determined and serious
Magic Style: High damage and defence
Pet: 'Pandy', a panda bag
Weapon: Magic sword

12. Samedi...

...Deep in the jungles of Haiti, Samedi has been studying Voodoo with the books his mother left him. But he's not the most careful student and accidentally turns his brother, Bokio, into a Voodoo Doll! The book was published at the College of Runes so they set off hoping they must know how to undo the spell.

Personality: Laid back, calm, yet unpredictable
Magic Style: Voodoo, powerful curses
Pet: 'Stitches', a Voodoo Doll
Weapon: Cane, Voodoo Pin

13. Strat...

...Lives in Central Park, NYC, where each night the other elves and pixies meet to play their enchanted and winsome music about stupid stuff like flowers and ponies... much to his disgust! Strat just wants to ROCK! Sadly no one understands him or his music but knowing that great bands are formed at college, he leaps at the offer to go away!

Personality: Punk-rocking prankster
Magic Style: Tricks, music magic
Pet: 'Wa-Wa', a skunk
Weapon: Guitar

14. Princess Tiffani...

...Born in a fairy tale castle in Beverly Hills CA, Tiffani is a princess and she knows it! Her father, King Iggle, has grown tired of his spoiled brat and sends her to college to get her out of the house! Giving her his Platinum Card, he tells her "Go and learn to be a proper lady, and don't come back until you have".

Personality: Vain, spoilt, Prom Queen
Magic Style: Mirror magic, strong curses, good all-round
Pet: 'Todd', a frog prince
Weapon: Magic mirror, withering glare

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POKÉMON
WORLD

POKÉMON WORLD
POKÉMON
Mystery Dungeon
EXPLORERS OF TIME

Pelipper Island

This is the name of the island where you start out in the new *Mystery Dungeon* games. After each mission you will return here to regroup and prepare for the next adventure.

WIN! WIN! WIN!

opoona
オプーナ

WIN! LOADS OF COPIES OF OPOONA UP FOR GRABS!

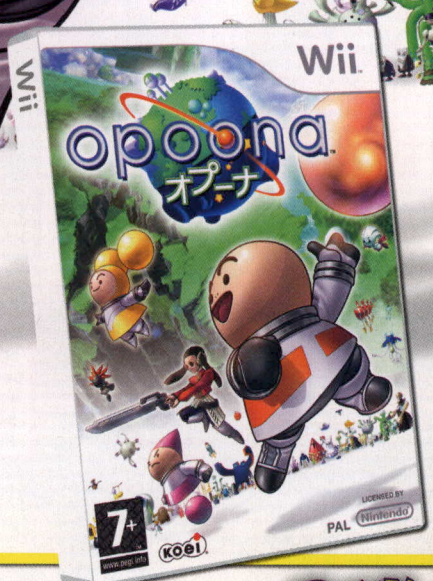
We've reviewed this great new Wii game from Koei back on page 16 this issue and now it's time to give away some copies to you lucky readers!

Opoona takes you on an incredible adventure as a whole new world of exploration, joy and danger unfolds on your Wii. Using the Nunchuk controller you get to use powerful Energy Bonbons against the enemies, giving the game a unique single-handed control system. If you'd like a copy of *Opoona* to slip into your Wii then all you've got to do is send the answer to this question to our email address, remembering to include your age and address. Send your entry to pokemonworld@imagine-publishing.co.uk naming your email 'Opoona Compo'. You can, of course, send in your entry by snail mail too.

What is the name of the planet Opoona finds himself alone on in the game?

A. Landroll
B. Landfill
C. Ludlow

Please get your entries in by 18 September. Winners will be drawn at random from the editor's sock. The best of luck to you! ⊙

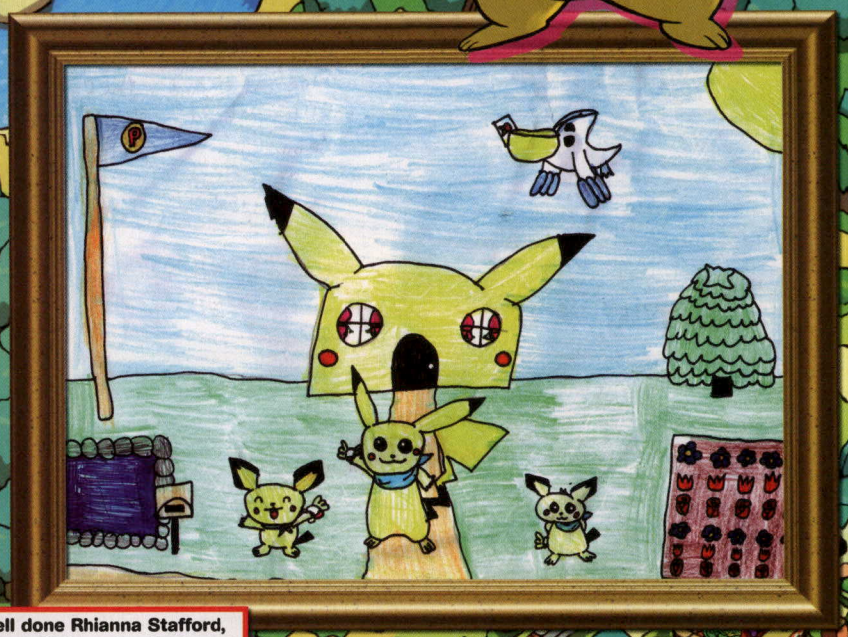


Competition Rules
1. All entries must be received by 18 September 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

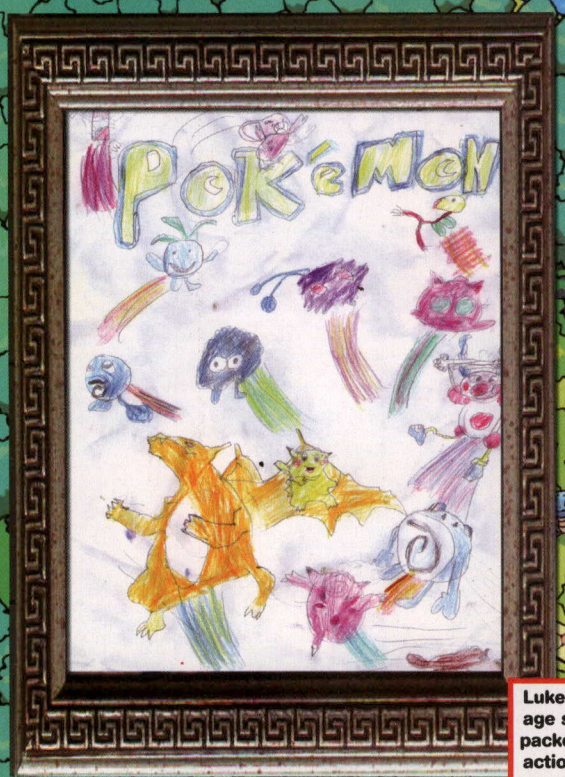
Pika-Pics

Have you drawn a great picture of a Pokémon? Send it in and it could end up right here!

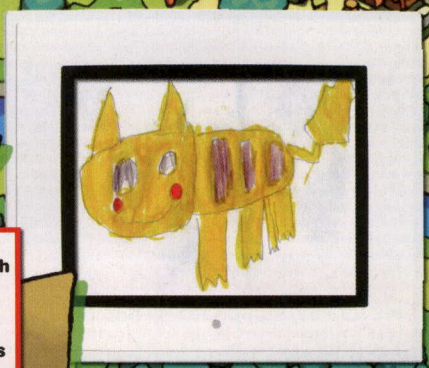
Here's a great picture of lots of blue Pokémon having fun together from Eddwin Hogan, age 11.



Well done Rhianna Stafford, age 11 from Camberley – this is a brilliant picture of Pikachu's house!



Luke Weaving, age seven has packed a lot of action into his pencil crayon Pokémon pic.



No prizes for guessing which Pokémon is Matthew Carter's favourite. He's aged eight.

Rebecca Wheble, age nine from Scarisbrick has done a great job on this picture.

Ten-year-old Natalie Byhre of Fleet has drawn her two favourite Pokémon. Can you name them?

Baryn Jacobsen, age 11 from Poole sent this Piplup picture in. We loved your comic strip too Baryn!

DON'T FORGET! – always write your name, age and address on the back of your picture!

Nine-year-old Eli Reid from Coldingham has done this ace picture of Pichu for you all to see.

Eight-year-old James Wood from Nottingham has sent this pencil crayon masterpiece in.

Excellent work here from ten-year-old Harry. What an impressive collection of Pokémon!

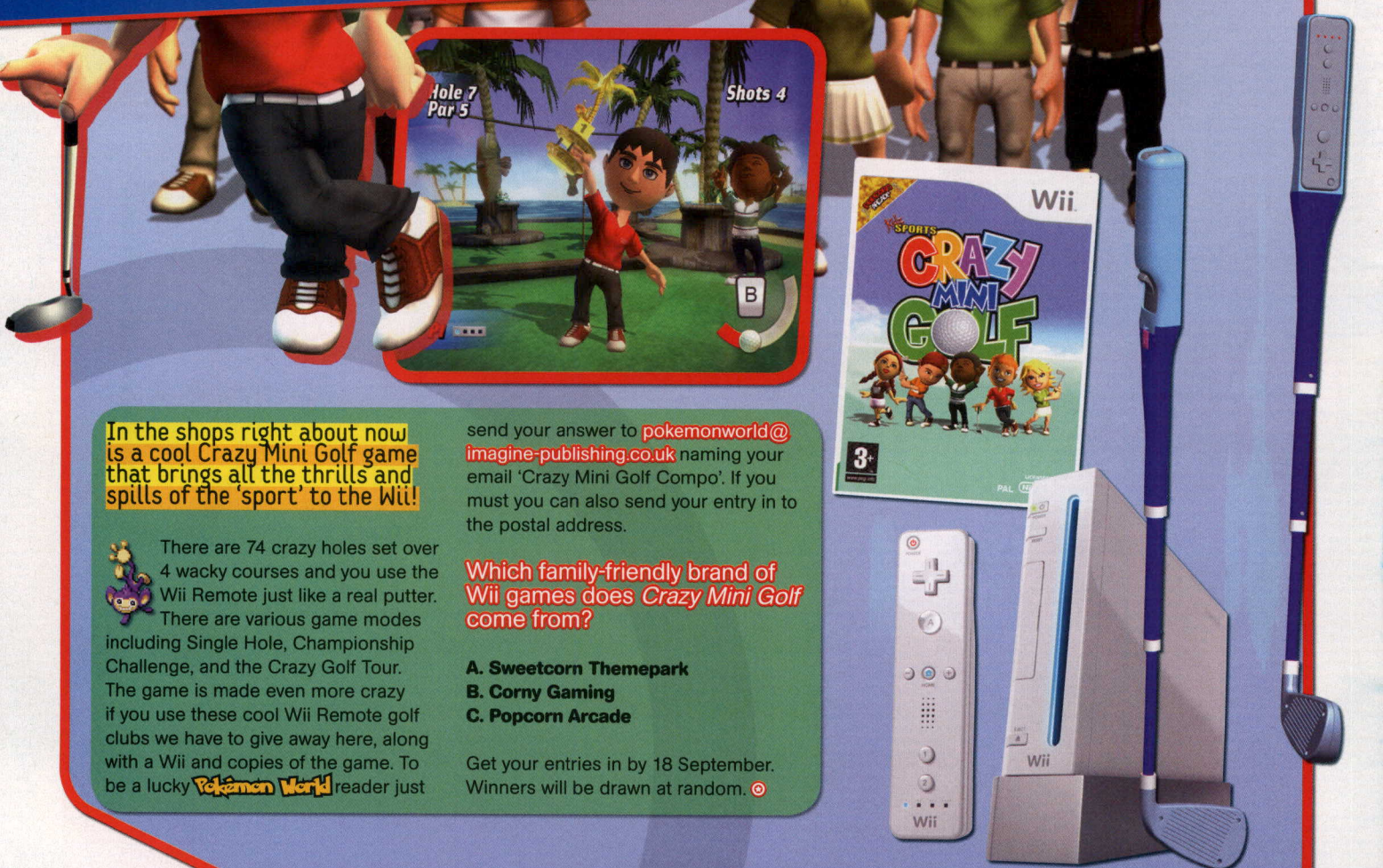
SEND IN YOUR PICS...

We love receiving your pictures of Pokémon here at Pokémon World. You can get your picture to us by emailing pokemonworld@imagine-publishing.co.uk making sure you put 'Pika-Pics' in the subject line, or send it by post to...
Pika-Pics, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

WIN! WIN! WIN!

Kidz SPORTS CRAZY MINI GOLF

WIN! A NINTENDO WII, LTD ED WII REMOTE GOLF CLUBS & GAMES!



In the shops right about now is a cool Crazy Mini Golf game that brings all the thrills and spills of the 'sport' to the Wii!

There are 74 crazy holes set over 4 wacky courses and you use the Wii Remote just like a real putter. There are various game modes including Single Hole, Championship Challenge, and the Crazy Golf Tour. The game is made even more crazy if you use these cool Wii Remote golf clubs we have to give away here, along with a Wii and copies of the game. To be a lucky Pokémon World reader just send your answer to pokemonworld@imagine-publishing.co.uk naming your email 'Crazy Mini Golf Compo'. If you must you can also send your entry in to the postal address.

Which family-friendly brand of Wii games does *Crazy Mini Golf* come from?

A. Sweetcorn Themepark
B. Corny Gaming
C. Popcorn Arcade

Get your entries in by 18 September. Winners will be drawn at random.

Competition Rules
1. All entries must be received by 18 September 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

Luxio

National Pokédex No. 404

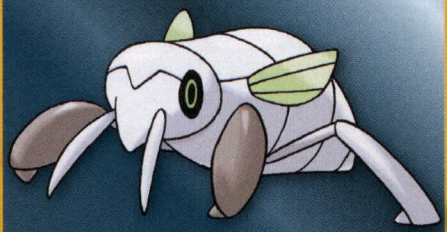
Type: ELECTR | Classification: Spark Pokémon

Height: 2' 11" | Weight: 67.2 lbs | Ability: Rivalry & Intimidate

Description: Its claws give out electricity with enough amperage to cause fainting. They live in small groups.

Nincada

National Pokédex No. 290



Type: BUG GROUND | Classification: Trainee Pokémon

Height: 1' 08" | Weight: 12.1 lbs | Ability: Compoundeyes

Description: It grows underground, sensing its surroundings using antennae instead of its virtually blind eyes.

Haunter

National Pokédex No. 93

Type: GHOST POISON | Classification: Gas Pokémon

Height: 5' 03" | Weight: 0.2 lbs | Ability: Levitate

Description: It can slip through any obstacle. It lurks inside walls to keep an eye on its foes.

Piloswine

National Pokédex No. 221

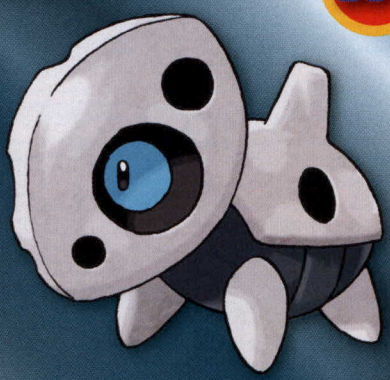
Type: ICE GROUND | Classification: Swine Pokémon

Height: 3' 07" | Weight: 123.0 lbs | Ability: Oblivious & Snow Cloak

Description: Its shaggy coat makes it unable to see. It checks surroundings with its sensitive nose instead.

Aron

National Pokédex No. 304



Type: STEEL ROCK | Classification: Iron Armor Pokémon

Height: 1' 04" | Weight: 132.5 lbs | Ability: Sturdy & Rock Head

Description: It usually lives deep in mountains. However, hunger may drive it to eat railroad tracks and cars.

Starmie

National Pokédex No. 121

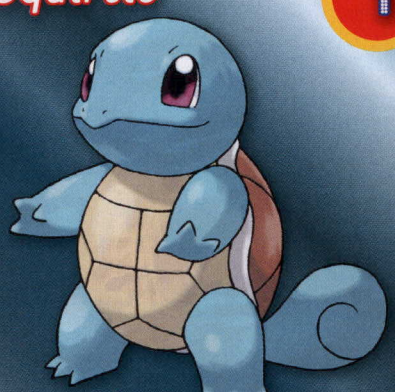
Type: WATER PSYCHC | Classification: Mysterious Pokémon

Height: 3' 07" | Weight: 176.0 lbs | Ability: Illuminate & Natural Cure

Description: At the centre of its body is a red core, which sends mysterious radio signals into the night sky.

Squirtle

National Pokédex No. 7



Type: WATER | Classification: Tiny Turtle Pokémon

Height: 1' 08" | Weight: 19.8 lbs | Ability: Torrent

Description: It shelters itself in its shell, then strikes back with spouts of water at every opportunity.

Grimer

National Pokédex No. 88

Type: POISON | Classification: Sludge Pokémon

Height: 2' 11" | Weight: 66.0 lbs | Ability: Stench & Sticky Hold

Description: It was born when sludge in a dirty stream was exposed to the moon's X-rays. It appears among filth.

Sandshrew

National Pokédex No. 27

Type: GROUND | Classification: Mouse Pokémon

Height: 2' 00" | Weight: 26.0 lbs | Ability: Sand Veil

Description: To protect itself from attackers, it curls up into a ball. It lives in arid regions with minimal rainfall.

POKÉMON WORLD POKÉDEX CARDS

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 45 ATTACK 50 DEFENSE 45 SP. ATT 115 SP. DEF 55 SPEED 95

Anime: In the 'The Tower Of Terror' episode Ash made friends with a Haunter and then tried to use it in battle against Sabrina.

Location: A common Pokémon, check out Turnback Cave, Old Chateau using the dongle method or trade a Medicham in Snowpoint City.

Evolution:
Basic > At Lv.25 > Trade

Gastly · Haunter · Gengar

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 31 ATTACK 45 DEFENSE 90 SP. ATT 30 SP. DEF 30 SPEED 40

Anime: You can find a Nincada in the episode 'A Three Team Scheme' where it belonged to a lad called Keanu who lived in a secret base.

Location: This is a rare Pokémon. To find one check out the Eterna Forest using the PokéRadar or in the Forest of the Pal Park if transferred.

Evolution:
Basic > At Lv.20 > At Lv.20 (with PokéBall + extra party space)

Nincada · Ninjask · Shedinja

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 60 ATTACK 85 DEFENSE 49 SP. ATT 60 SP. DEF 49 SPEED 60

Anime: No appearance in the TV series yet, but Luxio has been seen in the movie *The Rise Of Darkrai*.

Location: This is an uncommon Pokémon. Go to the Fuego Ironworks in *Diamond* or *Pearl* to find one for your Pokédex.

Evolution:
Basic > At Lv.15 > At Lv.30

Shinx · Luxio · Luxray

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 75 DEFENSE 85 SP. ATT 100 SP. DEF 85 SPEED 115

Anime: Check out the Pokémon Anime episode called 'The Water Flowers Of Cerulean City' where you will see Misty's Starmie.

Location: You've either got to evolve a Staryu to get a Starmie into your DS games, or check out the Pal Park Sea once transferred.

Evolution:
Basic > Water Stone

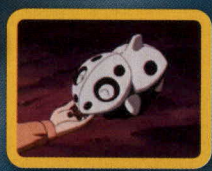
Staryu · Starmie

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 50 ATTACK 70 DEFENSE 100 SP. ATT 40 SP. DEF 40 SPEED 30

Anime: Team Rocket, Ash, May, Max and Brock all got themselves lost in a cave full of Aron armoured Pokémon in the episode 'A Hole Lotta Trouble'.



Location: You'll only find Aron in *Pokémon Diamond* – it's at the Fuego Ironworks but you will need to use the PokéRadar to find it.

Evolution:
Basic > At Lv.32 > At Lv.42

Aron · Lairon · Aggron

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 100 ATTACK 100 DEFENSE 80 SP. ATT 60 SP. DEF 60 SPEED 50

Anime: This Pokémon made its first appearance in 'Cold As Pryce'. Pryce was a cold man, having thought he'd lost Piloswine as a young Pokémon Trainer.

Location: Get a Piloswine into your games by evolving a Swinub or transferring to the Pal Park where it will appear in the Mountain.

Evolution:
Basic > At Lv.33 > Lv. up with Ancient Power

Swinub · Piloswine · Mamoswine

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 50 ATTACK 75 DEFENSE 85 SP. ATT 20 SP. DEF 30 SPEED 40

Anime: Find the episode 'Clefairy And The Moon Stone' where you will see the first appearance of a Sandshrew in the cartoon.

Location: Use the dongle method with *LeafGreen* to grab a Sandshrew on the DS *Diamond* or *Pearl* games – it will be at the Wayward Cave.

Evolution:
Basic > At Lv.22

Sandshrew · Sandslash

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 80 ATTACK 80 DEFENSE 50 SP. ATT 40 SP. DEF 50 SPEED 25

Anime: The Celadon City Gym Leader Erika got lost when she was a kid and ran into a Grimer. She was saved by a Gloom who chased it away.

Location: Check out Route 212 with the PokéRadar to find a Grimer in *Diamond* or *Pearl*. It can also be found in the Field in Pal Park if transferred.

Evolution:
Basic > At Lv.38

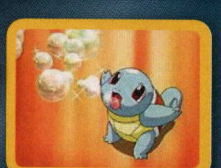
Grimer · Muk

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 44 ATTACK 48 DEFENSE 65 SP. ATT 50 SP. DEF 64 SPEED 43

Anime: The very first episode of the Pokémon cartoon called 'Pokémon, I Choose You' mentioned Squirtle was a starter Pokémon. But it was first seen in 'The Ties That Bind'.



Location: There are simply no Squirtle in *Diamond* or *Pearl*. You will have to transfer one in via the Pal Park where it will be in the Pond.

Evolution:
Basic > At Lv.16 > At Lv.36

Squirtle · Wartortle · Blastoise

Marowak

National Pokédex No. 105

Type: GROUND Classification: Bone Keeper Pokémon

Height: 3' 03" Weight: 99.2 lbs Ability: Rock Head & Lightningrod

Description: From its birth, this savage Pokémon constantly holds bones. It is skilled in using them as weapons.

Muk

National Pokédex No. 89

Type: POISON Classification: Sludge Pokémon

Height: 3' 11" Weight: 66.0 lbs Ability: Stench & Sticky Hold

Description: A toxic fluid seeps from its body. The fluid instantly kills plants and trees on contact.

Feraligatr

National Pokédex No. 160

Type: WATER Classification: Big Jaw Pokémon

Height: 7' 07" Weight: 195.8 lbs Ability: Torrent

Description: It usually moves slowly, but it goes at blinding speed when it attacks and bites prey.

Pidgey

National Pokédex No. 16

Type: NORMAL FLYING Classification: Tiny Bird Pokémon

Height: 1' 00" Weight: 4.0 lbs Ability: Keen Eye & Tangled Feet

Description: It is docile and prefers to avoid conflict. If disturbed, however, it can ferociously strike back.

Dugtrio

National Pokédex No. 51

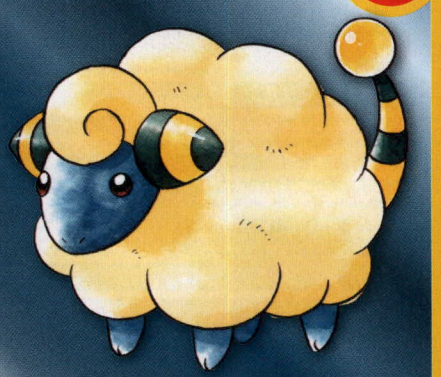
Type: GROUND Classification: Mole Pokémon

Height: 2' 04" Weight: 73.4 lbs Ability: Sand Veil & Arena Trap

Description: Its three heads move alternately, driving it through tough soil to depths of over 60 miles.

Mareep

National Pokédex No. 179



Type: ELECTR Classification: Wool Pokémon

Height: 2' 00" Weight: 17.2 lbs Ability: Static

Description: Its fluffy coat swells to double when static electricity builds up. Touching it can be shocking.

Nidoqueen

National Pokédex No. 31

Type: POISON GROUND Classification: Drill Pokémon

Height: 4' 03" Weight: 132.3 lbs Ability: Poison Point & Rivalry

Description: Its entire body is armoured with hard scales. It will protect the young in its burrow with its life.

Octillery

National Pokédex No. 224

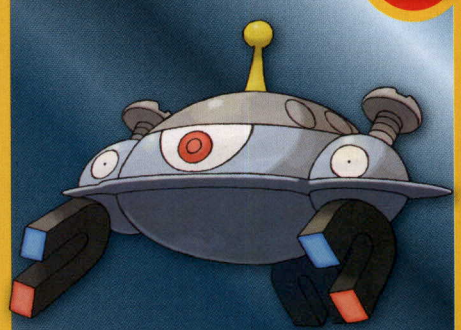
Type: WATER Classification: Jet Pokémon

Height: 2' 11" Weight: 62.8 lbs Ability: Suction Cups & Sniper

Description: It obscures its foe's vision by spitting a cloud of murky ink. It makes its nest among boulders.

Magnezone

National Pokédex No. 462



Type: ELECTR STEEL Classification: Magnet Area Pokémon

Height: 3' 11" Weight: 396.8 lbs Ability: Magnet Pull & Sturdy

Description: It evolved from exposure to a special magnetic field. Three units generate magnetism.

Sprite: *Diamond & Pearl*

Sprite: *Gold & Silver*

Base statistics:
HP 85 ATTACK 105 DEFENSE 100 SP. ATT 79 SP. DEF 83 SPEED 78

Anime: There was a Feraligatr that battled against Ash's Snorlax in a Sumo contest in 'Ring Masters'.

Location: Nope! No Feraligatrs can be found in the DS games; the only way to get one is to transfer it to the Pal Pak Mountain.

Evolution:
Basic > At Lv.18 > At Lv.30
Totodile · Croconaw · Feraligatr

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 105 ATTACK 105 DEFENSE 75 SP. ATT 65 SP. DEF 100 SPEED 50

Anime: Ash captured himself a Muk in 'Sparks Fly For Magnemite'. He transferred it to Professor Oak's lab where it tried to smother the Prof!

Location: There are no Muks in *Diamond* or *Pearl*, so you must evolve a Grimer or transfer one from an older game to the Pal Park Field.

Evolution:
Basic > At Lv.38
Grimer · Muk

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 80 DEFENSE 110 SP. ATT 50 SP. DEF 80 SPEED 45

Anime: The episode 'Bad To The Bone' saw the first Marowak appear in the cartoon show. It was owned by Otoshi who had all his Gym badges stolen by Team Rocket.

Location: Grab a Cubone and evolve it to get a Marowak into your DS adventures.

Evolution:
Basic > At Lv.28
Cubone · Marowak

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 55 ATTACK 40 DEFENSE 40 SP. ATT 65 SP. DEF 45 SPEED 35

Anime: 'Mild 'n Wooley' is the episode to track down to see Mareep make its debut. A young girl shepherds a flock of them.

Location: This is a rare Pokémon, so try looking around the Valley Windworks using the PokéRadar to find one.

Evolution:
Basic > At Lv.15 > At Lv.30
Mareep · Flaaffy · Ampharos

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 35 ATTACK 80 DEFENSE 50 SP. ATT 50 SP. DEF 70 SPEED 120

Anime: A Dugtrio could be seen in the episode 'Dig Those Diglett', working with Diglett to plant trees in a forest.

Location: An uncommon Pokémon – try checking out Route 228 to find yourself one.

Evolution:
Basic > At Lv.26
Diglett · Dugtrio

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 40 ATTACK 45 DEFENSE 40 SP. ATT 35 SP. DEF 35 SPEED 56

Anime: This Pokémon first appeared in the very first episode of Pokémon, 'Pokémon, I Choose You!' so you've probably seen this one!

Location: Pidgey is a Swarm Pokémon and can be found on Route 229 in *Diamond* or *Pearl*.

Evolution:
Basic > At Lv.18 > At Lv.36
Pidgey · Pidgeotto · Pidgeot

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 70 ATTACK 70 DEFENSE 115 SP. ATT 130 SP. DEF 90 SPEED 60

Anime: The first time we will see Magnezone in the anime is in *Giratina And The Sky's Bouquet: Shaymin* where one is owned by the villain of the movie, Zero.

Location: Evolve a Magneton in *Diamond* or *Pearl* to get a Magnezone into the game.

Evolution:
Basic > At Lv.30 > Lv.Up at Mt.Coronet
Magnemite · Magneton · Magnezone

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 75 ATTACK 105 DEFENSE 75 SP. ATT 105 SP. DEF 75 SPEED 45

Anime: A Pokémon Trainer from the Whirl Islands tries to get his Remoraid to evolve into an Octillery in the episode 'Octillery The Outcast!'.

Location: A common Pokémon – try in Sunyshore City, Pastoria City, the Pokémon League or Routes 213, 222, 223, 224, 230.

Evolution:
Basic > At Lv.25
Remoraid · Octillery

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

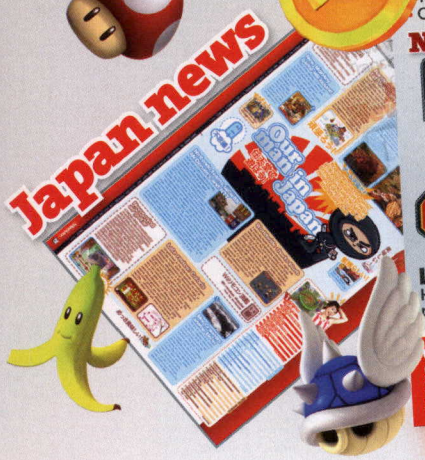
Base statistics:
HP 90 ATTACK 82 DEFENSE 87 SP. ATT 75 SP. DEF 85 SPEED 76

Anime: In the movie *Mewtwo Strikes Back* the Nidoqueen was one of the first Pokémon captured and cloned by Mewtwo.

Location: The only way to get Nidoqueen into your DS games is to evolve one from Nidorina, or transfer to the Pal Park Field.

Evolution:
Basic > At Lv.16 > Moon Stone
Nidoran ♀ · Nidorina · Nidoqueen

Shake up your Wii!



IN-DEPTH REVIEWS

- Summer Athletics
- Civilization Revolution
- Biohazard O

LATEST PREVIEWS

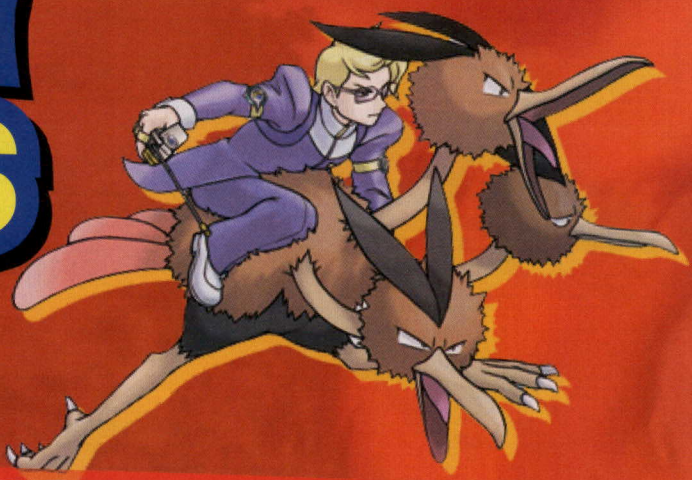
- Animal Crossing: City Folk
- Spyro: Dawn of the Dragon
- Wario Land: The Shake Dimension

Check out the site...
www.nrev-mag.co.uk

NEW ISSUE OUT NOW

POKÉ PUZZLES

Here's the place to test your brains on the world of Pokémon! We've put together these quick puzzles – see if you can get all the answers!

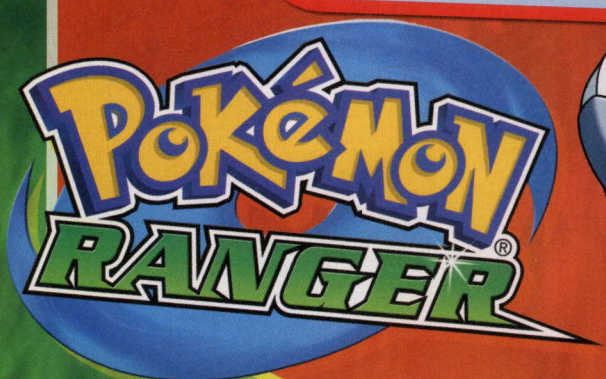


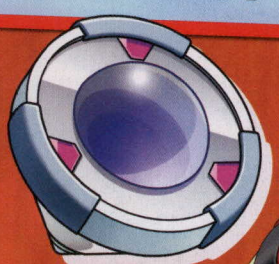
Pokémon Ranger Wordsearch!

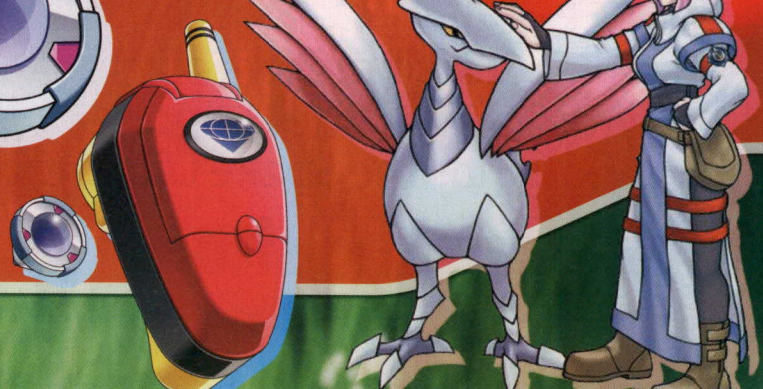
Time to test your searching skills! This wordsearch has 20 words hidden away in it, all of them from the game *Pokémon Ranger*. To make things easier for you this month, here are all the words you need to fine...

CAPTURESTYLER
ENTEI
FALLCITY
FIORE
GOROCKSQUAD
HASTINGS
MANAPHY
MINUN
PANULACAVE
PLUSLE
POKECENTER
QUADS
RAIKOU
RANGER
RINGTOWN
SOLANA
SPENSER
SUICUNE
SUMMERLAND
WINTOWN

@	S	N	E	V	T	T	C	Z	U	O	K	I	A	R
U	R	R	O	L	@	S	D	W	D	F	R	H	E	U
C	P	R	W	U	S	H	C	N	A	E	X	L	P	R
D	U	T	A	L	P	U	B	L	U	N	Y	R	A	E
E	Y	D	L	N	F	O	L	V	@	T	K	C	M	S
M	S	T	M	R	G	C	K	P	S	E	H	D	U	N
G	U	G	Z	I	I	E	B	E	K	I	E	M	L	E
S	I	E	N	T	N	X	R	S	C	R	M	N	A	P
S	C	W	Y	I	O	U	G	M	O	E	A	W	C	S
K	U	N	W	O	T	G	N	I	R	L	N	O	A	P
M	N	T	W	P	T	S	F	L	O	K	A	T	V	B
B	E	D	A	U	V	H	A	B	G	O	P	M	E	C
C	C	C	D	K	I	N	E	H	Y	F	H	I	A	R
G	U	K	H	Y	D	W	S	R	D	@	Y	W	M	J
D	P	O	Z	W	C	V	W	O	U	J	H	I	U	V







Pokémon Monster Mix-Up!

He just doesn't learn, does he? When Professor Yew's back was turned, little Stu Yew sneaked into his lab and started to mess around with the DNA of four different Pokémon. Now he can't work out who the Pokémon are so that he can unscramble them again before his uncle finds out! Take a look at this monstrous creation and see if you can work out which Pokémon are in there! As a clue, this Pokémon's name is

Skiporyaniras

Sinnoh Pokémon Sudoku

Take a look at the coloured rectangles of six blocks below. Each one can only contain one of each Pokémon. Each row in the puzzle can also only contain one of each Pokémon, and so can each column. Fill in the missing Pokémon by drawing them in – good luck!

DESIGN A MONSTER!

And now it's time for the gallery... of gruesome monsters and mad creations from the brains of you, our beloved Pokémon World readers!

Monster of the Month!

Evolution: Unknown

Fire Flying Mew

1

Pokémon type: Fire/Grass/Psychic/Water/Flying

Special attacks: Ancient Punch, Water Whip, Fire Smack, Vine Wipe

This Pokémon is obviously an evolution of Mew, but no one knows exactly how this monster came about, so its evolution is officially 'unknown'. It packs a mean punch if you get too close to it, though!

Billy Whitley

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.

Evolution: Unknown

Ocktockpus

2

Pokémon type: Fire/Water/Normal/Dark/Electric/Dragon/Psychic/Flying

Special attacks: It sucks in human's weapons to use!

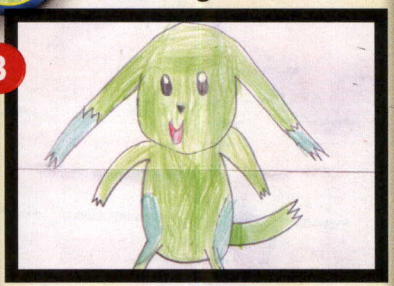
Brief description: Ocktockpus is the first Legendary Pokémon born and is 208 years old. He is the most powerful around and you can only fight him either in the water at Canalave City or underwater at night-time on 15 July!

Emily Jones, age eight

Evolution: Give Zangoose a Leaf Stone

Terrieymon

3



Pokémon type: Normal/Grass

Special attacks: Ear Slap, Grass Tackle, Hyper Scratch, Blossom Fury

Brief description: This Pokémon might look cute, but with the claws of its tail, ears, hands and feet it could tear up anything!

Natassia, age nine

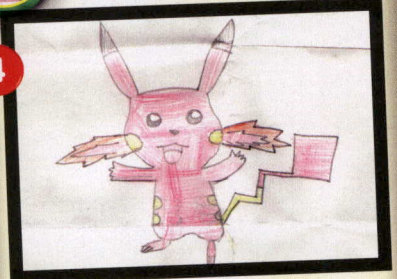
DON'T FORGET! – always write your name, age and address on the back of your picture!

DID YOU KNOW? When Pokémon was first released, sales of Nintendo's Game Boy console jumped up by 249%!

Evolution: From Pikachu + Torchic

Flameachu

4



Pokémon type: Fire

Special attacks: Flame Tackle, Fire Blast, Ember and Flame Thrower

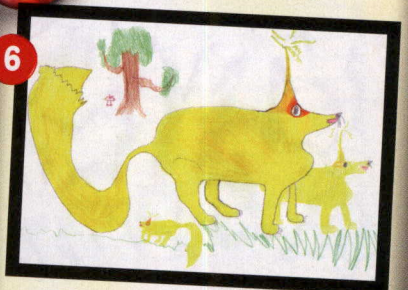
Brief description: This Pokémon is the result of a splicing of the DNA of Pikachu and Torchic.

Stephen Cross, age six, St Helans

Evolution: None

Statimeow

6



Pokémon type: Electric

Special attacks: Spark, Thunderbolt, Shocktail, Growlwave

Brief description: Its ears always have sparks around them and they live in the Savannah. These Pokémon can be found in the Sinnoh region, on Route 221.

Stefan, age ten, Cambridge

Evolution: None

Elemento

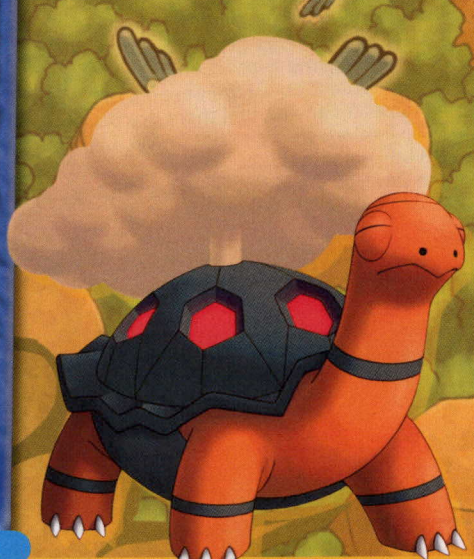
5

Pokémon type: All

Special attacks: Red Stare, Elemento Pump, Rebirth

Brief description: Elemento created most Pokémon and protects them. Rebirth makes two little Elementos with half the power. Red Stare makes Pokémon faint, except Dragonite, which has most of his powers.

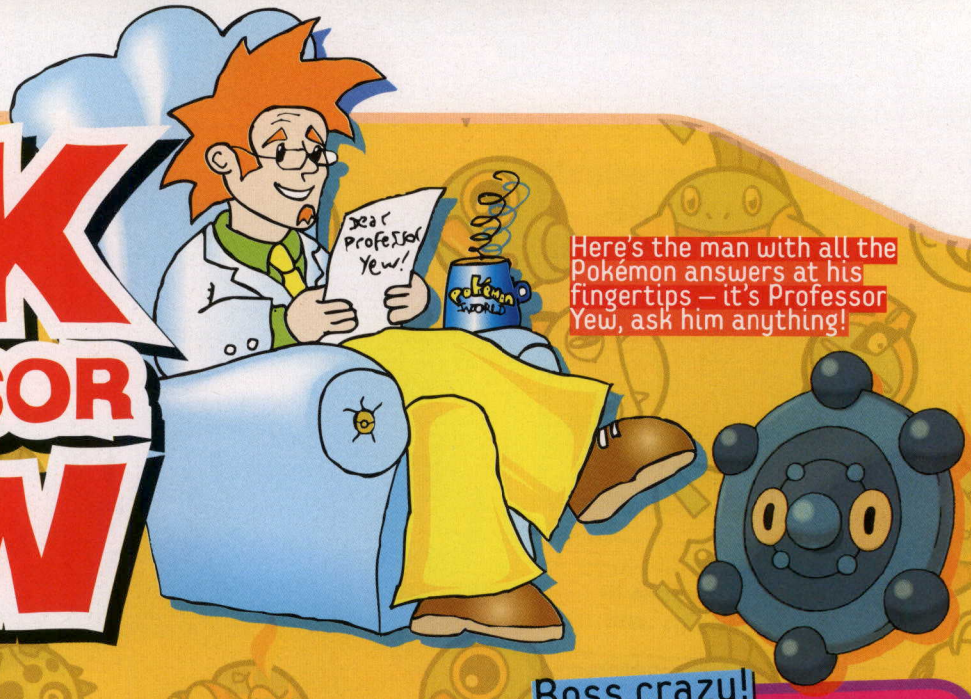
Callum Rodgers, age ten, Cowling



SEND IN YOUR CREATION...

If you've drawn a monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

ASK PROFESSOR YEW



Here's the man with all the Pokémon answers at his fingertips – it's Professor Yew, ask him anything!

Happy to Snap!

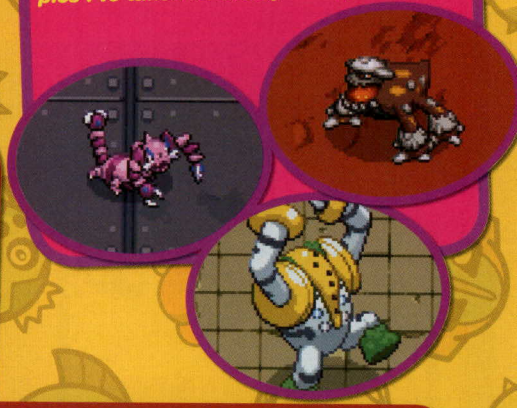
Q Dear Professor Yew,
I'm really enjoying playing *Pokémon Snap* on my Wii now that it has been released on the Virtual Console. Do you have any tips for us novice players who missed the game the first time around on the Nintendo 64?
From Ashley Woodcock, age 12, London

A *Ah yes Ashley, the Pokémon photo game, I remember it well! As far as I can remember there were some great tips for taking good photos of those pesky Pokémon. Firstly, always make sure you have the Pokémon in the middle of your picture. Ensuring that you group Pokémon of the same type together always brings a few extra points with it, too. Make sure you try out lots of different things with the Pokémon to take fun pictures. Saving a Pikachu from Zubat, for example, will give you a picture with balloons in it. Or you can make Pikachu come to the surfboard on the beach section and take a picture of a surfing Pikachu for lots of extra points. You can throw Pesterballs at Mew if you want to add an extreme close-up of him to your collection; a similar effect can be had by hitting the two Geodudes that are where the Sandslash once was. Finally, always be on the lookout for hidden Pokémon – try throwing useless items into the water and see if any come out of hiding! Happy snapping!*

Boss crazy!

Q Dear Professor Yew,
I really enjoyed the original *Pokémon Ranger* game and was over the moon when I heard that there was another one coming soon. I particularly love battling the bosses in these games. Do you know who the bosses are going to be in the new game yet?
From Sarah Cowell, age 14, Reading

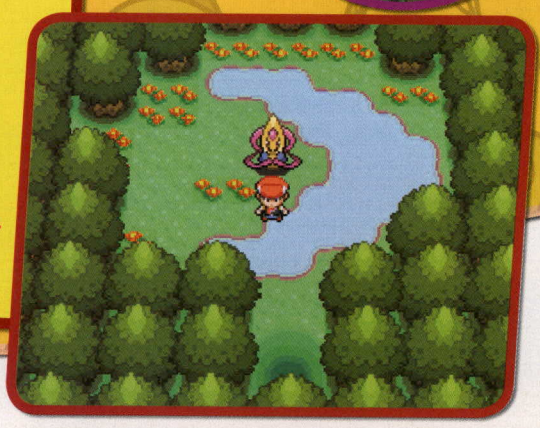
A *Hi Sarah, thanks for the email. Yes, Pokémon Ranger: Shadows Of Almia was officially announced by Nintendo at its E3 briefing back in July. I've been given an exclusive sneaky peak at the game, though, and I'm happy to confirm that there are, in fact, 24 bosses for you to enjoy battling with. You can always tell that they're bosses as their HP bar will be gigantic! You would never be able to take these Pokémon down with the usual 'scribble around the monster' technique using the Capture Styler – it would take hundreds of rotations. I don't want to spoil the game for everyone, but here are some sneaky pics I've taken to whet your appetite...*



Time to eat?

Q Dear Professor Yew,
I've been exploring the Valor Lakefront area of my *Pokémon Pearl* game a lot recently and I've been wondering about the Seven Stars Restaurant. I can see that there are people in here that are willing to battle you, but is there any point to this?
From Bennett Dawkins, age ten, Whitby

A *Hi Bennett, that's a great name! Well, whether or not you do battle with the people eating at the Seven Stars Restaurant is dependant on how desperate you are for cash. If you manage to beat them they will reward you handsomely. Some of them also want to do double battles. The restaurant is open from 9am until 11pm every day, and they do a wicked breakfast!*



A new Pokémon discovered?

Q Dear Professor Yew,
I was surfing the internet the other day when I came across this picture of a Pokémon. I've never seen this Pokémon before, and the website it was on said it was a new breed. Is this true? I've sent you the picture I found along with this email so that you can investigate these claims.
From Becky Hardwick, age nine, Solihull

A ***Oh Becky, I have a golden rule for anything that turns up unannounced on the internet – it's rubbish! Pokémon fans with a decent computer art package are creating new Pokémon all the time. Even if you just have a packet of pencil crayons you can come up with some brilliant-looking Pocket Monsters – just check out our Design-A-Monster section any issue for proof. Thanks for sending the picture in though, it's always good to keep up-to-date with the fakes that are doing the rounds on the internet.***

eBay or not eBay?

Q Dear Professor Yew,
A friend of mine really impressed me in class the other day – he had some Pokémon postcards that I had never seen before. He told me that he had got them from Hong Kong, but he's a bit of a liar most of the time. I took a look on eBay on the school's computer and saw some for myself, but my mum won't let me buy things from eBay. She says that you can never trust the people you are buying from with your money. Do you think this is true?
From Harry Barnett, age ten, Wales

A ***Well Harry, it is true that people in the past have got into trouble with sending off large amounts of money to people on eBay, but I would perhaps tell your mum that the amounts you are talking about for Pokémon postcards is quite small. It's probably worth the risk to get hold of something really cool and limited edition from Hong Kong. We took a quick look on eBay ourselves and found this great pack of 32 postcards full of pictures of Pikachu and all his mates, selling for just £2.49! Always remember to add on the postage costs though, as that can push the price up – and it's probably best if you ask your mum or dad to do the actually bidding for you. After all, it's probably their eBay account you'll be using!***

Digi-what?

Q Dear Professor Yew,
I have got a quick and easy question for you, hope you don't mind answering it. What do you think of Digimon? Is it rubbish compared to Pokémon?
From Ryan Colins, age seven, Chester

A ***Gosh, I haven't heard that name for a while Ryan! Believe it or not, right back in 2000, when we first launched Pokémon World, we also launched a magazine called Digmon World. Now here we are on issue 81 of Pokémon World and Digimon made it all the way to... issue two! Perhaps that should tell you all you need to know about Digimon... it was just a pale imitation of our beloved Pokémon series really.***

SEND IN YOUR QUESTION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

POKÉMON TRADING CARD GAME

Show your true colours!

Our quick guide to Pokémon Trading Card Game clothing, accessories and bags...

All of us in the Pokémon World office are just drooling over the new Japanese 151 branded Pokémon T-shirts. The 'Pokémon 151' brand is aimed primarily at adult Pokémon fans and the T-shirts feature only the first generation of Pokémon, the original 151. Take a look at the pics on this page – they're really cool.

All that drooling soon made us thirsty and over a cup of tea we got thinking about what other Pokémon goodies, clothing, card accessories, deck boxes and sleeves were available to Pokémon TCG players right now in the UK. What can you wear, use and flaunt at the next Pokémon TCG tournament you go to? Just how can you show your true Pokémon colours?

First of all let us take a look at some the baseball caps that were given as prizes to winners and participants by Pokémon Organized Play. Our favourite is last year's World Championship attendees baseball cap featuring that loveable yellow chap Pikachu, but Mewtwo comes a close second.

So what else can you wear? Well there are the more exclusive Pokémon Professor baseball caps and the Professor T-shirts and polo shirts. Of course, you could buy a Pokémon branded T-shirt or baseball cap in the shops or even try and get hold of some of the fan produced T-shirts and polo shirts, like the Gamer's Guild ones that feature a certain Pokémon magazine displayed prominently on their left breast!

Of course, if you happened to have won a

City Championship in the last three years then you could always wear your 'bling' and put on your CC medal. For those without a medal what about your league badges? There are loads of Pokémon TCG League badges to choose from; show how long you have been playing with some old school league badges or your winner's medals.

Then again you could always casually pull a notepad and pen from your bag and make notes on your game – how about using that notepad you got at a pre-release? What about the one in the winners' goodies at the city championships? There are even pencils to go with that one.

If you are friendly with one of the Pokémon Professors in your area you could always trade them for one of their exclusive Pokémon Professor Program notebooks and Professor Program pens. There is one item that you will not normally get your local Pokémon TCG Professor to trade, if he has one – he will probably not let go of his very exclusive Professor Program watch. The watches were an item that Professors only had available to them for a very limited time and they soon went out of stock. If you ever get a chance to barter or trade for one then you will be extremely lucky.

Well we have covered hats, shirts, watches, pens, notebooks, badges and medals, so what else can you do to show your true Pokémon colours? How about the accessories that help you play the game, or that protect your deck?

What about the coins you use to flips for heads or tails? Yes we know that a lot of the Pokémon TCG Players do not like flipping coins and use dice instead but we like sticking with the true spirit of the game in our office. The rules of the game say to flip a coin and we encourage all players to get practising with one, and again here is a chance to show your true colours. We like to use older coins or Japanese ones yet to be released in the UK to 'bling' up our play table.

Pokémon Organized Play-approved coins are available in any of the Pokémon USA theme decks, Japanese theme and half decks and the Trainer Kits. They come in all sorts of patterns and colours and usually feature Pokémon characters – the Team Aqua and Team Magma coins are the exception here as they feature the Team Symbols, a stylised A on a blue coin and a stylised M on a red coin. Can you spot them in the picture above?

The older-style thin Wizards of the Coast coins are not approved by Pokémon Organized Play for tournament use. So stick to the thicker coins – they look nicer and flip better than the old WotC ones and are sure to liven up your games.

You can go very Japanese on your damage counters and damage counter storage, for the ultimate in showing off at the Pokémon TCG Table. Try the Dialga and Palkia damage counter box – it has two flip lid compartments to store your damage counters, coins and poison and burn markers.

We have some Japanese counters that we keep with ours and the box is small and neat enough to slip into a bag or pocket and not take up much space.

You will want to protect your cards and store them safely too, so how about some of those POP Promotional Card Sleeves that get given out at Pre-Releases or the multitude of Pokémon branded deck boxes to keep your decks in. Here are just a few examples from the goodies pile here in our office.

So, now you have something to wear, you have sleeved your deck, found a box to put it in, and got your damage counters and coins, finally you can choose a bag to put it in. We suggest you try one of the City Championship bags. There is a choice of Pikachu, Groudon and Blastoise to choose from; we use the Groudon bag all the time for hauling our paperwork and, of course, copies of Pokémon World around the place.

If you did not win one of the City Championships bags do not despair, there are lots of Pokémon branded bags in all sorts of shapes and sizes that can carry your TCG stuff.

We particularly like the old style Pikachu plush backpack that can still be found on eBay for under £10. Here is our Pikachu plush bag hanging around the office waiting to go home!

However far you want to go when showing your true Pokémon colours is up to you; a discrete League Badge and a nice deck box and sleeves may be all you want to do, or maybe, like a true Pokéfan, you will want to wear, use and display as many Pokémon branded products as you can! Be it a small show or large, remember always wear your Pokécolours with pride. If you've got some great PTCG game stuff, send in a photo and you could end up on these pages!

DIAMOND & PEARL LEGENDS AWAKENED

Pokémon TCG News

Bucks Training Pre-Release card given out at events...

By the time you read this, the Pokémon Diamond & Pearl set 'Legends Awakened' will have been released. If you were lucky enough to have attended one of the 'Legends Awakened' Pre-Releases, you may have grabbed yourself one of the most useful Supporter cards in the soon to be started Diamond & Pearl on Modified Tournament format. Buck's Training is a combination of Mom's Kindness and Plus Power rolled into one Supporter card. Like all Supporters it is played next to your active Pokémon and remains there until you attack and end your turn, then it goes to the discard pile. So while next to your active Pokémon it adds ten damage to any of your active Pokémon's attacks, before applying weakness and resistance. So you could play one Buck's Training and as many Plus Powers as you have in your hand to really boost your attack!

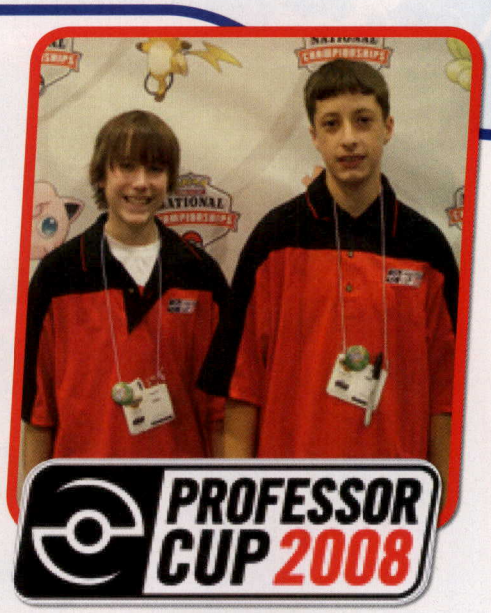
Watch out for this useful Supporter when the 'Legends Awakened' set finally hits the stores in August.

US Nationals makes it two out of three for Gardevoir/Gallade...

Yes that power house deck, Gardevoir/Gallade, continues to reign supreme; we first showed you it way back in January and it is still going strong. The deck has evolved and the version is now known as PLOX after Gardevoir's 'Psychic Lock' P/Lock or PLOX attack.

Gardevoir/Gallade decks took the first place in the Masters and Juniors age group with an Eeveelutions deck taking first place in the Seniors age group – it used every evolution of Eevee, except Glaceon and looked to exploit opponents' weaknesses.

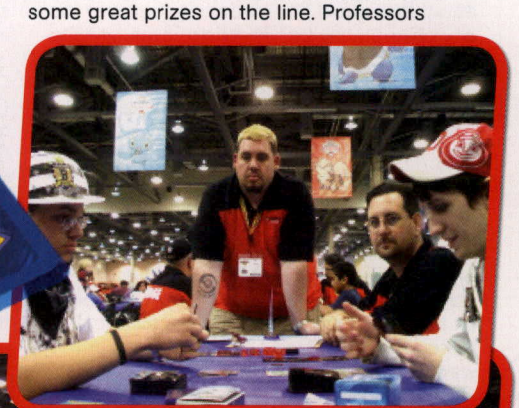
When the last card was played, three Pokémon Trainers earned the honour of calling themselves the best in the US. In the Masters Division (born in 1992 or earlier), first place was taken by Gino Lombardi; in the Seniors Division (born in 1993, 1994, 1995, or 1996), first place was taken by Orion Craig; and in the Junior Division (born in 1992 or earlier), first place was taken by Henry Leaming.



2008 North American Professor Cup at US Nationals...

Normally Pokémon Professors are the folks who make tough rulings and critical calls during Pokémon TCG tournaments and events. Well at US Nationals the tables were turned on the Professors, as they got a chance to play and compete in the 2008 Professor's Cup. It was the players who got to make the hard judging decisions and they were represented on the day by the so-called mini judges.

More than 140 Professors competed in this year's Professor Cup, and there were some great prizes on the line. Professors



finishing in the top three spots received trophies, Nintendo DS Lites, and more goodies than you can shake a stick at.

All Professors got showered with goodies to reward them for all their hard work over the last year, there were extra prize Booster Packs for Professors at the end of each round and the amazing Professor playmat for them to keep. Unlike any other Pokémon Organized Play tournament, the staff from Pokémon USA and Pokémon Organized Play got to play at the event too.

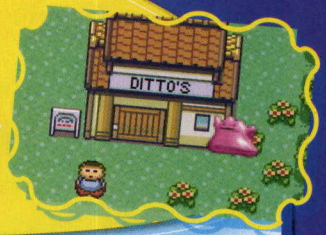
So if you ever want to play Dave Schwimmer, Head of Pokémon Organized Play Worldwide, you need to get yourself a Pokémon Professorship – you have to be over 18 years old to apply by the way – pass the Professor test and then you can play in the next Professor Cup!

The format for the Professor Cup is always fun and slightly off-the-wall and this year was no exception. The Professors were not allowed to play any rare or holofoil rare cards or their uncommon reprinted versions from POP 7.

After hours of battling hard, Ryan Alperstein won first place and the title of US Professor Cup Champion.

Giratina LV.52
HP100
BASIC
Shadow Force
Choose 1 of your opponent's Benched Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Flip 4 coins. If heads, prevent all effects of an attack, including damage, done to Giratina during your opponent's next turn.
Brutal Edge 50+
Does 50 damage plus 10 more damage for each damage counter on the Defending Pokémon.
A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

Ditto's Hot Pick



Buzz your way to a win with Beedrill Swarm...

Ditto has been considering a Grass Swarm Deck for some time now – first he looked at Vespiqueen and then at Kricketune. But, neither one was good enough to beat the top tier decks. Then the 'Diamond & Pearl Great Encounters' set was released and that gave Ditto and us the Grass monster we needed to build a top tier swarm deck – Beedrill!

Beedrill LV.41
HP110
STAGE 2
Band Attack 30×
Does 30 damage times the number of Beedrill you have in play.
Twineedle 50×
Flip 2 coins. This attack does 50 damage times the number of heads.
+30

Weedle LV.5
HP50
BASIC
Call for Family
Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.
String Shot
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
+10

Kakuna LV.9
HP80
STAGE 1
Stiffen
During your opponent's next turn, any damage done to Kakuna by attacks is reduced by 30 (after applying Weakness and Resistance).
Spit Poison 10
The Defending Pokémon is now Poisoned.
+20

This deck is just starting to make an impression at tournaments in the UK and it may be one of the rogue decks to look out for at Worlds this year. The deck is incredibly energy efficient and looks to load the bench with Beedrill and attack for 30 damage times the number of Beedrill in play. With 4 Beedrill in play that would be 120 damage for just 1 grass energy!

Last issue we promised you a Diamond & Pearl onwards legal deck list, so this deck is aimed at the new modified format due to start on 1 September. By the time this issue hits the shops 'Legends Awakened' will have been released so Ditto has looked into the future and included the cards from the new set in with the deck list.

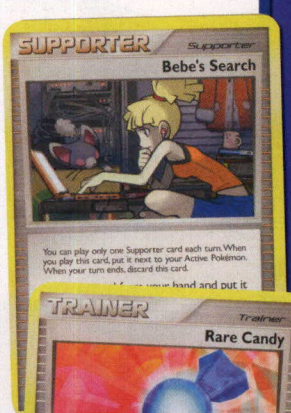
The deck is often called Rockdrill because of the Claydol element that is there to help get you drawing into your Weedles, Kakunas and Beedrills.

Claydol LV.45
HP80
STAGE 1
Poké-Power Cosmic Power
Once during your turn (before your attack), you may choose up to 2 cards from your hand and put them on the bottom of your deck in any order. If you do, draw cards until you have 6 cards in your hand. This power can't be used if Claydol is affected by a Special Condition.
Spinning Attack 40
An ancient clay figurine that came to life as a Pokémon from exposure to a mysterious ray of light.
+20

Azelf from 'Legends Awakened' is a Basic Psychic Pokémon with 70 hit points and a great Poké-Power, 'Time Walk', which lets you do the following: "Poké-Power: Time Walk, once during your turn, when you play this card from your hand onto your Bench, look at all of your face-down Prize cards, then return them face-down. If you'd like, you may choose one Pokémon card out of those Prize cards, show it to your opponent, and put it in your hand. If you do so, choose one card from your hand and play it face-down as a Prize card".

Time Walk will allow you to find any Weedles, Kakunas and Beedrills that are caught up in your Prize cards and you can take the Pokémon you need most urgently from your Prizes and swap it with a card from your hand.

The basic idea of the deck is to swarm with Beedrill, using Claydol's Poké-Power 'Cosmic Power', together with the deck's Trainers and Supporters to find your Pokémon and evolve them. Roseanne's Research, Bebe's Search, Pokedex Handy910is and Quick Ball, help in that search, as does Azelf.


SUPPORTER
Supporter
Bebe's Search
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Rare Candy helps evolve to Beedrill quickly and Buck's Training and Plus Power add to the damage and, in the case of Buck's Training helps draw into your deck too. Night Maintenance means you can rinse and repeat returning resources, Pokémon and Energy back to your deck to swarm with again.

TRAINER
Trainer
Rare Candy
Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

BEEDRILL/ROCKDRILL DECK LIST

17 Pokémon
4 x Weedle (Diamond & Pearl Great Encounters)
4 x Kakuna (Diamond & Pearl Great Encounters)
4 x Beedrill (Diamond & Pearl Great Encounters)
2 x Baltoy (Diamond & Pearl Great Encounters)
2 x Claydol (Diamond & Pearl Great Encounters)
1 x Azelf (Diamond & Pearl Legends Awakened)

30 Trainers/Supporters
4 x Roseanne's Research
3 x Bebe's Search
4 x Buck's Training
4 x Plus Power
2 x Warp Point
2 x Pokedex Handy910is
3 x Night Maintenance
4 x Rare Candy
4 x Quick Ball

13 Energy Cards
10 x Grass Energy
3 x Multi Energy

We think Beedrill may be just the deck to cause a real buzz at the upcoming Battle Roads and it looks like we may have a five cornered fight between Gardevoir/Gallade, Magmortar, Empoleon, Eeveelution and Beedrill decks!

So why not needle your opponent, swarm the table and play Beedrill at your next tournament.

UK Organized Play Update

Confirmed autumn Battle Road schedule...

POKÉMON® ORGANIZED PLAY

Saturday 20 September

Normandy (Nr Guildford)
Contact: Ben Ward
Email: ben@thegamersguild.co.uk
Website: www.gamersguild.co.uk

Phoenix Games
Contact: Chris
Email: chris@phoenix-games.co.uk
Website: www.phoenix-games.co.uk

Sunday 21 September

Chimera Games
Contact: Heather
Email: chimeraccg@googlemail.com

Saturday 27 September

Crayford (South London/Kent)
Contact: Ben Ward
Email: ben@thegamersguild.co.uk
Website: www.gamersguild.co.uk

Saturday 4 October

Exeter (Clifton Road Games)
Contact: Steven Crane
Email: steve@cliftonroadgames.co.uk
Website: www.cliftonroadgames.co.uk

Hackney (East London)
Contact: John Hawkins
Email: jackhawkins@excite.com

Tuesday 14 October

Mitchem (Surrey)
Contact: Dennis Hopgood
Email: denhop@talktalk.net
Website: www.cliftonroadgames.co.uk

Saturday 18 October

Aldershot (The Games Shop)
Contact: Mike Hemmingway Brown
Email: Mike@thegameshop.co.uk

Sunday 19 October

Rainham (Kent)
Contact: Ben Ward
Email: ben@thegamersguild.co.uk
Website: www.gamersguild.co.uk

Saturday 1 November

Bournemouth (Kent)
Contact: Russell Murray
Email: Russ@ukcardsandgames.co.uk
Website: www.ukcardsandgames.co.uk

Pokémon World Character Close-up

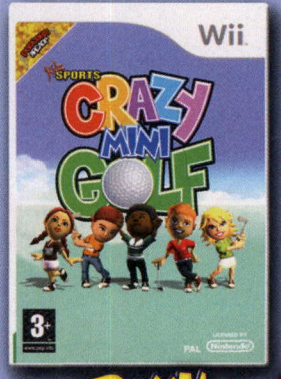
74 crazy holes set over 4 wacky courses using the Wii Remote just like a real putter.

There are two game styles – one for beginners where you just have to press the A and B buttons...

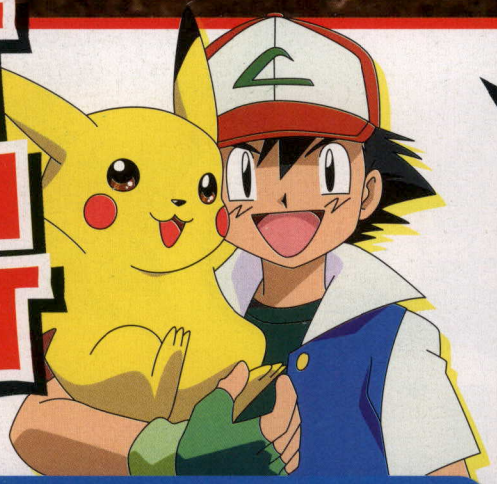
...and the other, which turns the game into a full sim where you have complete control over the putter!

Featuring the 'NuYu' character editor

Kidz Sports Crazy Mini Golf



GREAT POKÉMON MOMENT



8 GREAT POKÉMON MOMENT

Ash discovers the powers of the Pokémon Center

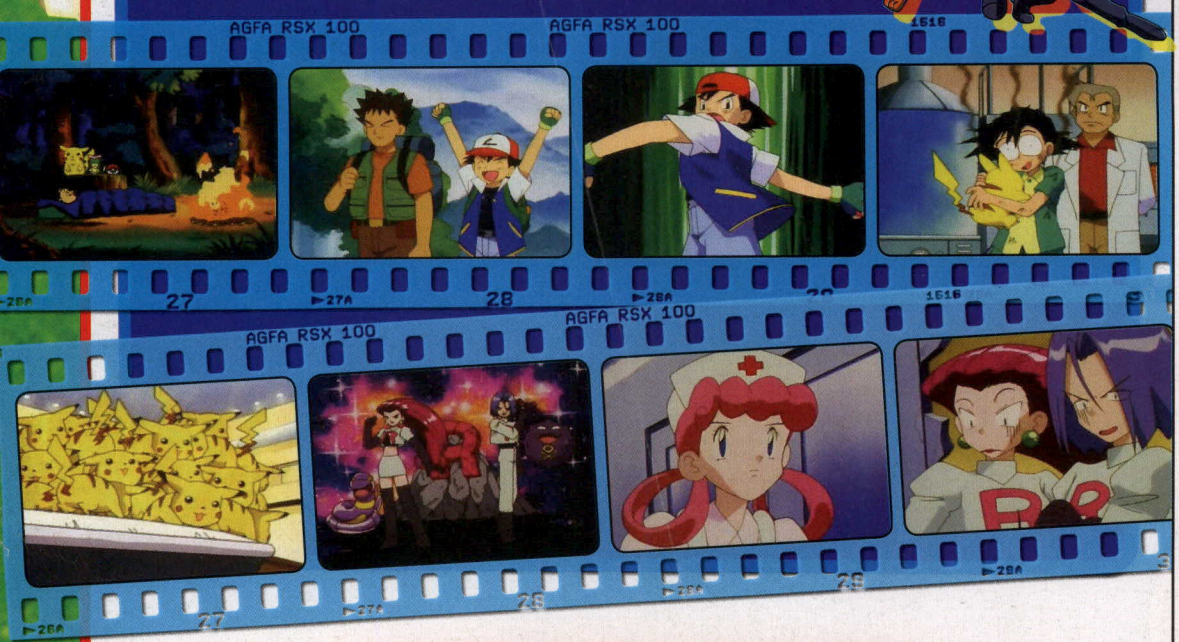
In this, the second ever episode of the Pokémon anime cartoon, Ash has a sick Pikachu on his hands and we see Team Rocket for the first time...

The episode starts with a view of Viridian City. Officer Jenny announces to anyone who will listen that there are Pokémon thieves about and stops Ash in his tracks, thinking him to be a thief. Ash explains that his Pikachu is badly hurt and he needs to get it to a Pokémon Center right away. After checking Ash's identity using his Pokédex, Officer Jenny rushes Ash and the sick Pokémon to the nearest Pokémon Center on her motorbike.

We see wanted posters stuck all around the city, and then we discover that the thieves are a bunch of ruffians known as Team Rocket, with Meowth as their ringleader! They vow to take revenge on Viridian City for putting their faces on posters, while Meowth reminds Jessie and James that it's the rare Pokémon they're after, nothing else matters!

At the Pokémon Center Ash gets a telling off from Nurse Joy for not looking after his Pikachu better, and she whisks the Pokémon away. Ash calls home to his mum for some moral support, but it's not long before Pikachu is on the mend.

Team Rocket arrive and declare that they are going to steal all of the Pokémon in the center, but quick-thinking Nurse Joy starts a process to transfer all of the Pokémon stored at the Viridian City Pokémon Center to the one in Pewter City, saving them all from the clutches of Team Rocket. Ash is amazed!



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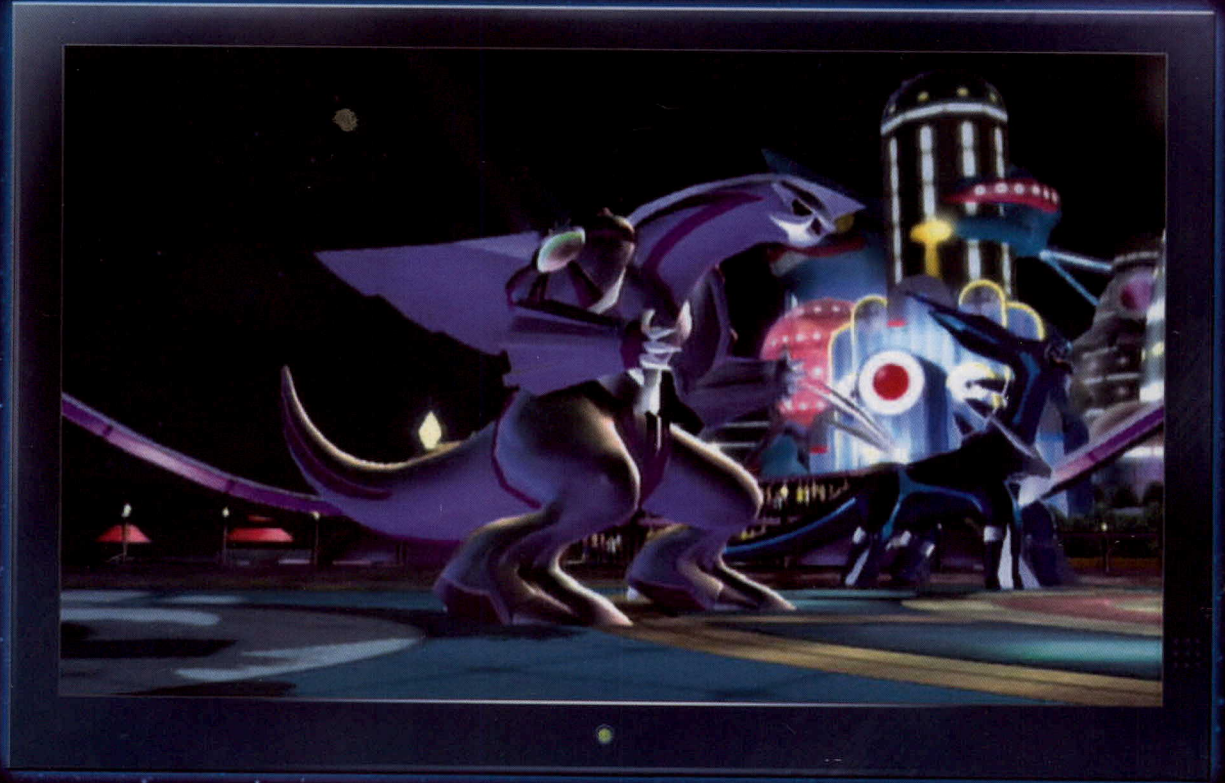

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